



WAY OF THE DAIJO



ORIENTAL ADVENTURES

"FIGHT WITH HONOR AND YOU MAY BECOME A HERO.
RULE WITH HONOR, AND YOU WILL BECOME A LEGEND!"

- THE RIGHTEOUS EMPEROR, TOTURI III

All heroes aspire to something greater. Throughout the course of an adventuring career, a samurai might rise through the ranks of his clan, gain great accolades, and perhaps even come to command others. What happens next? Should a character be cast into retirement simply because his duties no longer require him to battle common bandits or deliver the commands of his superiors?

This book holds the answer to that question. What happens when a samurai steps forth from the common ranks and becomes an influential leader of the Empire? What happens when a warrior becomes a warlord, when a courtier becomes an influential ambassador, when a shugenja becomes the master of his own temple, or when a samurai seeks to create and teach his own techniques?

Within *Way of the Daimyo*, you will find the following:

- New rules for advanced characters, including the Warlord, the Ambassador, the Temple Keeper, and the Sensei. These can build on existing characters or be completely new characters, creating new avenues of development for established heroes as well as novices.
- Updated rules for Glory and Status, allowing characters to more accurately track their positions within Rokugan's complex social system.
- Tips for advanced campaigns. What does a hero do once he's already saved the Empire? Step forward to help rule it, of course.
- Rules for creating your own school techniques, or even your own Minor Clan.

This book is a dual-system supplement for the *Legend of the Five Rings Role-Playing Game™*, *Second Edition™*, and *Rokugan™*, the d20 Companion for *Legend of the Five Rings*. Players and DMs may also find it useful as a source of interesting new options for any d20 System campaign.

Game Masters running the Second Edition L5R RPG will need a copy of the *Legend of the Five Rings Game Master's Guide™* and the *Player's Guide™*. Players need only the *Player's Guide™*.

Dungeon Masters running d20 System games will need a copy of the *Player's Handbook™*, the *Dungeon Master's Handbook™*, *Oriental Adventures™*, and *Rokugan*. Players will need only a *Player's Handbook™*.



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THE CITY OF TSUMA, 10 YEARS AGO

The bustling city was finally settling down. The annual swell of visitors had already begun to ebb following the conclusion of the Topaz Championship earlier that day. Only the best and brightest young samurai from each clan were invited to participate in the Championship, and once per year the eyes of the Empire turned to the quiet, uneventful town of Tsuma, nestled in the Crane provinces near the Lion border. The Emperor himself had been in attendance, and his high praise of the contestants galvanized everyone involved. The competition had been one of the closest in recent memory, and more than a few young samurai received prestigious appointments as magistrates, soldiers, and other duties following the ceremony.

Although peace and quiet was returning to the city, there were still pockets where the excitement and activity had not yet died away. One such pocket was the House of the Red Lotus, a tea house ironically reputable for its sake and entertainment. Open only for a month before and after the Championship, the House was owned by a wealthy doji merchant patron that used it purely to maintain connections among high ranking members of other clans, and to forge alliances with the samurai who would serve as tomorrow's leaders. To the contestants, of course, this mattered little. It was a time of celebration, as the few who remained in town were amply demonstrating.

The serving girl approached a large table demurely. "May I bring you something else, samas?"

A young man bearing the Crab mon smiled warmly at her. "Yes, thank you. Please bring us three additional bottles of sake. My friends and I have much to celebrate this evening." He discreetly placed a handful of coins in the girl's hand. "Thank you for your exquisite service this evening."

The serving girl blushed and bowed deeply, then turned and returned to the kitchen. The Crane woman sitting next to the young man frowned, but it was not a severe expression. "You are not what I have been taught to expect from the Yasuki, Kurama-san."

Yasuki Kurama smiled again. "You haven't had much exposure to the Yasuki who live among the Crane, Orihime?"

"No," the Kakita samurai-ko admitted. "I have rarely traveled to the southern provinces, and there have been few Yasuki admitted to my lord's court."

"This entire experience has been very enlightening for me as well," Kitsu Samatsu added, her lovely features serene as always. "I had not met representatives from many other clans before arriving here. Now I discover that the absolutes I have heard all my life are rarely as simple as I had imagined." She turned to another woman sitting at the table. "And you, Hiriko-san?"

The Scorpion might have smiled, but it was impossible to determine behind the simple cloth mask that covered the lower half of her face. "I think that there is little that can be taken for granted," she said cryptically. "I have been fortunate enough to receive an appointment to serve the governor of Ryoko Owari, and I plan to assess every situation with a fresh eye."

"Congratulations," the final contestant at the table offered with a nod of his head. "I find it hard to imagine someone more suited to such responsibility."

"Thank you, Taiji-san," Hiriko returned to the young Phoenix warrior. "I assume you were offered a position amongst your family as well?"

"I was," Taiji said proudly. "I will join the guard at Shiro Shiba upon my return home. I do not feel worthy of such an honor, but I will do my best."

"Anyone who could defeat me in a duel is more than worthy," Orihime said with a great smile. "Personally, I will be much happier training with the Ninth Imperial Legion than guarding a house. It feels too... uneventful."

"You mean boring," Kurama added with a laugh. "And I thought I was the diplomat!"

Amazingly, the fierce samurai-ko blushed. "I did not wish to insult."

"There is no insult," Taiji insisted. "Yours is a great spirit, Orihime. You were meant for battle. I have a quieter soul." He smiled at Samatsu. "Perhaps I was a shugenja in a previous lifetime."

The shugenja returned his smile. "Perhaps so." She stopped the serving girl from pouring any sake into her cup, instead pouring another cup of tea. "I am looking forward to beginning my service to the temple in my lord's province. I visited it often as a child."

Kurama nodded. "I recall my visits to my lord's castle alongside my father. I dreamed of serving there one day. Now it seems I shall have my chance."

"We all shall," Orihime said. She lifted her glasses. "I drink in your honor, friends. I have enjoyed meeting you, and will remember this day forever. Thank you for sharing it with me."

Each of the comrades lifted their glasses and saluted one another.

Doji Nagumo sat in the rear of the room, regarding the different patrons with a bemused expression. After a few moments, he turned to his comrade with a crooked grin. "Every year a new group of them. Some things never change, eh?"



"Maybe," Kakita Dairu admitted. "It's hard to say. Some years it seems as though you can see the hand of fate moving among the contestants. Last year's group, I doubt many of them came to much. These, however..." he trailed off. "Time will tell, I suppose."

"You, my friend, are ridiculously serious," Nagumo said with false disgust. "By the Fortunes, drink more sake until we can have a reasonable discussion."

WHAT IS WAY OF THE DAIRYO?

The world of the samurai is a complex one, with powerful generals, influential governors, and learned priests each playing their part in the rule of the Empire. Most player characters begin their careers as relatively minor cogs in the machinery that makes up Rokugan. It is not uncommon for a starting character to serve as a soldier, low-ranking diplomat, or a magistrate. However, there comes a time when a character must ascend to new levels of responsibility. Success brings rewards, and in Rokugan rewards generally come with an increase in social station. A soldier might become a general. A diplomat might become an Imperial ambassador. A magistrate who once protected the city may eventually come to govern it.

A player character who has earned a new level of responsibility might find that he no longer has the time or freedom to wander the Empire as he once did. Should this event herald the end of a campaign? How sad it would be if such a resounding success brought a beloved character's brilliant career to an end. Certainly a high-ranking samurai might occasionally be called away from his duties from time to time but there is no reason that those duties cannot become a part of the campaign. Using the new options provided in this book, a character who now has a hand in the rule of the Empire will find that his adventures (and his troubles) have only just begun.

STATIONS

This book introduces five new Stations to which a character can aspire. Each of these stations describes the various roles that high-ranking characters can fulfill. These Stations are as follows:

The Ambassador — Achieving this Station implies that the character has been appointed the important role of representing his clan in court. This Station can be found in any role where the political stakes are high (such as hatamoto to a Clan Champion, a member of the Imperial Court, or a clan marriage arranger). This role implies bureaucracy and the exchange of favors over direct government (which is the Governor's domain). Unlike other Stations, an Imperial Ambassador is likely to constantly face others of his Station, matching wits against them or seeking favors from them. Courtiers are most likely to be found in this position.

The Warlord — Achieving this station implies that the character has made his way through military hierarchy, and has command of a significant number of troops. Bushi are most likely to be found in this position. A Warlord will likely find himself under the command of a higher ranking Warlord,

or even ally with multiple Warlords to form a larger army, ranking from a Gunso to a mighty Rikugunshokan.

The Sensei — Achieving this Station implies that the character has sufficient mastery of his school's techniques that he has been asked to teach them to the next generation. It is a Sensei's duty not only to teach, but to maintain the honor of his school and guard the secrets of his technique from outsiders. A true master of this Station may even seek to create new techniques of his own, or even new schools. Large, well-established schools generally have multiple teachers with this Station, and a starting character will most likely begin as a junior instructor at one of these. Though senseis exist in every of school, the Sensei Station described in this book focuses primarily on bushi.

The Temple Keeper — Achieving this station implies that the character has gained a great deal of influence and responsibility within the Empire's religious community. Such characters have either been given domain over their own temple or have become the leader of a religious sect. It is the duty of such a character not only to maintain good relations between the clergy and lay people, but also to continue with his intellectual pursuits. Research, both mystical and mundane, is the Keeper's duty. Members of this sect are invariably shugenja or monks.

The Governor — Achieving this Station implies that the character has been awarded rulership of an area, most likely a small village to begin with. Of all the Stations, this one is most likely to be awarded to player characters of undistinguished background, though those with a background as magistrates, diplomats, or law enforcement officials are most likely to be chosen for this position. It is not unheard of for Governors to combine their resources to rule a single area, such as a city with numerous smaller districts.

GLORY AND STATUS

Rokugan is a rigidly structured society. Every individual has a designated place within the Celestial Order, and must recognize that place. While one's birth has a substantial effect on one's lot in the world, one's actions do not go unnoticed. A minor bushi who performs a heroic deed might find himself granted a position as a magistrate or provincial governor. These concepts are important to the Stations introduced in this book and many of the other new mechanical options. Any player or non-player character can thus describe his place in Rokugani society using two attributes — Glory and Status.

Both Status and Glory are measured on a scale of Ranks from one to ten. Each Rank is divided into ten points, and when ten points are gained a character's Status or Glory increases by one Rank.

STATUS

Status is a measure of an individual's niche in Rokugan's society, their political rank relative to everyone else. Status is a rigid measurement of an individual's importance, reflective of the duties they perform. An Emerald Magistrate has more Status for example than a ji-samurai guarding a small barley farm.

One must obey the commands of an individual with higher status, assuming that individual also has authority. Higher Status implies greater importance, but does not always indicate authority: a high ranking Crane samurai cannot command a low ranking Lion, though that Lion must show his superior respect. If an individual is commanded by two individuals who both have authority over him, he must obey the person with higher Status.

A samurai owes such obedience to those who outrank him within his family as well as the Champion of his clan. Usually a samurai will also obey those who have superior Status from other families within the same clan as a gesture of courtesy, but this is not always the case (among such internally divisive clans as the Phoenix, for example, this is somewhat rare). Soldiers and magistrates must also obey their superior officers, regardless of what family (or clan, in the case of the Imperial Legions) they hail from. The Imperial Families have authority over everyone whom they outrank in Status (and in the Emperor's case, that's everyone).

Guests in a household are a special case, as the lord of the house does hold limited authority over them. In truth, this is not a measure of Status but a gesture of courtesy. While in another samurai's home, it is best not to wear out one's welcome by violating his commands, as a disrespectful guest can always find his welcome revoked. Likewise, samurai of higher Status will often avoid undermining their host's command of the household while visiting.

Within and beyond the samurai caste, Status reflects the larger social structure. Peasants and eta have low status, below the standard scale as most player characters are samurai. Minor Clan samurai have lower status than Great Clan samurai. Imperial Family members have higher status on the average than Great Clan samurai. No one has equal Status to the Emperor. When facing a member of a group with significantly higher Status it is wise to be obedient and helpful, even when that individual has no direct authority over you. In truth this is more a matter of common sense and discretion than a necessary aspect of Status. A Crab peasant, for example, might be terrified by a Unicorn bushi's demands to surrender his rice harvest, but will likely refuse to do so as such an act would be disloyal to his Crab lords.

EFFECTS OF STATUS

Disobeying your superior leads to an immediate loss of Honor (between one point and one Rank depending on the severity of the disobedience). Whether the superior's commands are dishonorable are not a factor — disobedience is disobedience. Further, disobedience may lead to an immediate demotion of a character's status (even death if a peasant or eta disobeys a samurai).

STATUS RANKS

Status ranges on a scale from 10 to -10. The following table lists the minimum Status for each individual rank. A character that has a position listed on this table could potentially have higher status if he has received other promotions. A character who serves in multiple roles will have Status equal to the highest ranking role.

Note that a samurai's status does not always carry an associated title. A samurai with Status 5 might be a city governor, or he may merely be a respected authority with Status 5 (and thus the right to command other samurai of lower status). Samurai with Status of 7 or higher, however, must have one of the titles listed below or a new title created by the Emperor.

Samurai Status Ranks

The Emperor	10
The Empress	9.9
Shogun	9.9
Voice of the Emperor	9.5
The Emperor's Children	9.4
Seppun/Otomo/Miya Daimyo	9.3
Emerald Champion	9
Jade Champion	9
Imperial Chancellor	9
Imperial Advisor	9
Great Clan Daimyo	8
Minor Clan Daimyo	7.5
Imperial Herald	7
Family Daimyo	7
Rikugunshokan (military rank — General)	7
Hatamoto (daimyo's honored retainer)	6
Provincial Governor	6
Shireikan (military rank — Commander)	6
City Governor	5
Taisa (military rank — Captain)	5.5
Chui (military rank — Lieutenant)	5
Vassal Family Daimyo	5
Karo (advisor to a lord)	4.7
Emerald Magistrate	4.5
Clan Magistrate	4
Gunso (military rank — sergeant)	3
Average Imperial Family Member	3
Diplomat	2
Gokenin (small estate manager)	2
Shisha (Imperial messenger)	2
Nikutai (military rank — corporal)	1.5
Average Great Clan/Minor Clan Samurai	1
Hohei (military rank — Private)	1
Ji-Samurai (Vassal Families)	0.5
Ronin (see sidebar)	N/A
Exile	N/A
Ninja (see sidebar)	-10

Heimin (Peasant) Status Ranks

Monk (see sidebar)	0
Ashigaru (professional peasant soldier)	0.4
Doshin (peasant village officers)	0.3
Budoka (peasant warrior)	0.2
Farmers, Woodsmen, Fishermen	0.2
Craftsman	0.1
Akindo (merchants, peddlers)	0.1
Peasant Levy	0.0
Exile	N/A

Hinin (Eta) Status Ranks

Entertainer, Geisha	-1
Leatherworker, Butcher	-4
Torturer	-5
Gravedigger	-8
Exile	N/A

GAINING STATUS

Status may only be awarded by a samurai with higher Status, and is always indicative of a promotion. Status may only be rewarded by an individual with authority over the recipient. For example, a Hohei in the Lion armies can never be promoted by a Crane family daimyo. If that same Lion, however, became an Emerald Magistrate then the Emerald Champion (a Crane) could grant him any Status increase he deemed appropriate. Certain individuals such as high-ranking members of the Imperial Families, the Imperial Chancellor, the Shogun, the Voice of the Emperor, and the Emperor can award Status to

anyone if only they have the desire to do so. This happens rarely, as Clan Champions resent having their subordinates promoted without their permission (except in the case of the Emperor, of course, whose will is never disputed).

Increase of Status is never random, nor is it a guaranteed reward for services to the clan. In some cases, an increase in Status can be punishment, granting a lazy courtier a stressful position as chief magistrate of a small lawless city or forcing a brash bushi to spend a winter protecting the Emperor's favorite peacocks. For the most part, an increase in Status is a desirable thing, as a samurai with high Status gains more opportunities to serve his clan. For some, this is reward enough. Others seek high Status as a doorway to Glory (as fame is easier to obtain for those in important positions). Dishonorable individuals see high Status as simply a means for personal gain.

LOSING STATUS

Loss of Status indicates decline in social standing. Status may be revoked by an individual with higher status and authority over the subject. While there is no limit to how much Status can be removed at one time, a samurai cannot be reduced below Status 0.5 and peasants may not be reduced below Status 0.

An individual who believes he has been stripped of Status unjustly is within his rights to plead his case to someone with higher Status than the one who demoted him. If the demotion was in fact unjust, such an act causes a loss of Honor (1 point for every five points of demotion in Status) for the individual who performed the demotion. Naturally there may be other affects as well. A samurai who goes about unjustly demoting his inferiors may find himself demoted in turn, or even the target of an angry challenge once his actions are proven to be unjust.

Of course this works both ways — a person who is demoted fairly and complains to a higher power will lose 1 point of Honor for every five points of Status loss. In addition, he will be publicly shamed for decrying his fair punishment. The person who originally demoted him may also seek satisfaction for the insult of appealing a just demotion by proposing a duel.

Loss of Status can also be voluntary. Anyone who wishes to do so may report to their superior and formally denounce their Status. In most cases to openly deny one's duty is viewed as a cowardly act, and almost carries equal loss of Glory and Honor. There are always exceptions to this, of course, the most notable of these being retirement. To deny status is not automatic; one's superior must approve of the denouncement. If the act is not approved, Glory and Honor are still lost as usual. If the character wished to denounce his status for an honorable reason (such as a skilled officer who wishes to remain with his troops rather than in the court, a war hero who recognizes he would make a poor governor, or an elderly samurai simply wishing to retire) and his request is denied, it might lead his superior to look foolish (causing a possible loss of Glory and/or Honor).

THE EMPEROR AND STATUS

The Emperor stands outside the rules for normal Status losses and gains. He may award or remove as much Status as he wishes from whomever he wishes at any time with no repercussions relating to his own status. He may promote a peasants or eta to the level of samurai, or demote a samurai below samurai status. The Emperor rarely does such things, as such

acts cause disruption, but the option is his. If the Emperor promotes someone to Status 7 or above, he also traditionally invents a new title for them to describe their new duties, even if these titles are entirely honorary.

RONIN, EXILES, AND STATUS

Ronin are outcasts, abandoned by Rokugani society. As their place in the Empire's social structure is a Gray area, they effectively have no Status Rank (not even a 0). No one owes them fealty and they owe authority to none in turn. They are technically samurai, however, and can command all peasants and eta as if they had a Status of 1. This is not to say that ronin are without any sense of organization or duty — many ronin form brotherhoods with a distinct chain of command. However, this authority is not officially recognized, and thus they have no Status.

A ronin who is granted fealty immediately regains Status appropriate to his new duties. In addition, the Emperor can waive a ronin's loss of status even if he serves no lord directly, and has done so for at least one ronin family (the Yotsu, who gain Status normally).

Exiles have been ordered to leave their clan's territory upon pain of death. These individuals are usually not welcome in other provinces either, and are forced to take their chances on Exile's Road or be on the run from vengeful magistrates forever. As such, exiles also have no Status. An exiled peasant or eta who is welcome in another clan's land regains Status appropriate to his former duties. An exiled samurai may regain Status as a member of that clan, or he may become a ronin, depending on the situation.

NINJA AND STATUS

Ninja are the foulest sort of criminal in existence, a living violation of Imperial Decree. The Status rank listed here is that of a ninja whose existence as such is known to the Empire at large. Naturally, most ninja are wise enough not to advertise their existence in such a manner and thus their Status reflects some other position they hold.

GLORY

Glory is a measure of an individual's personal fame, resulting from personal accomplishment. Where Status is an objective, rigid trait, Glory is subjective and often fluctuates wildly depending on a character's location and deeds. A renowned duelist, for instance, would have a greater amount of Glory than a minor clerk in the Imperial Libraries. The Emperor has a surprisingly low Glory, as the chances of him being recognized outside the Imperial Capital and without his retinue are slight. Of course an Emperor otherwise renowned for heroic activities (such as Toturi and his children) would be far more easily recognized.

High Glory does not confer automatic obedience from those with lower Glory, but it does command respect. A heroic bushi recognized across the Empire might find that even samurai from rival clans are willing to come to his aid. This can be a burden as well, as a hero's Glory often causes him to be recognized even when he does not wish it, and others may seek fame by challenging a hero's prowess.

While Glory is a trait unaffiliated with Status, gaining Glory often leads to increased Status. Rokugan is a land that dearly loves its heroes, and those who accrue high Glory will often

be promoted to positions of influence. Likewise, those who publicly perform villainous acts and accumulate negative Glory can look forward to a reduction in Status.

EFFECTS OF GLORY

A character's Glory affects both how likely he is to be recognized and how influential he is with others.

Recognition works as follows: any time a character meets people for the first time, the GM makes an automatic Charisma check (DC 35) for him to see if he is recognized (the character may choose to add a Void Point to this roll). This DC is reduced by the character's current Glory Rank $\times 5$. If this roll is successful, then those present recognize the character and are more or less aware of his past exploits. If the roll fails, they do not necessarily disbelieve the character is who he seems to be, but they are not particularly impressed. A character may reduce the recognition DC by 10 simply by introducing himself. If the character is introduced by a mutual acquaintance or presents legitimate proof of his identity, the roll is automatically successful (at most major courts, official heralds make certain everyone is recognized). A gains a +1 circumstance bonus to the total of any social skill check once he is recognized, +2 if his Glory is Rank 5 or higher.

Recognition works as follows: any time a character meets people for the first time, the GM makes an automatic Awareness roll vs. TN 60 for him to see if he is recognized, automatically keeping the highest dice rolled (the character may choose to add a Void Point to this roll). This TN is reduced by the character's current Glory Rank $\times 5$. If this roll is successful, then those present recognize the character and are made aware of his past exploits. If the roll fails, they do not necessarily disbelieve the character is who he seems to be, but they are not impressed either. A character may reduce the recognition TN by 10 simply by introducing himself. If the character is introduced by a mutual acquaintance or presents legitimate proof of his identity, the roll is automatically successful (at most major courts, official heralds make certain everyone is recognized). A character may add his Glory Rank to the total of any social skill roll once he is recognized.

INFAMY

If a character is known for behaving in a dishonorable or criminal manner, then the GM may rule that his Glory immediately becomes an equally negative amount, known as Infamy. Infamy works exactly as Glory does for the purposes of being recognized (though people tend to be terrified rather than honored to meet the character) and adds its Rank as a bonus to any attempt to intimidate someone or to any social rolls against other characters who also have Infamy. Characters with Glory may not apply their Glory as a bonus to social skills against a target with Infamy, but may apply it as a bonus to an intimidation attempt against them.

Acts that would normally cause a character to gain Glory grant a negative amount of Infamy points, and acts that would decrease Glory instead grant a positive amount of Infamy. (Winning battles and defeating opponents only serve to make a villain more terrifying.) Only if the character publicly redeems himself does his Infamy become Glory again. Actual remorse is not a factor — a despicable villain can achieve hero status simply by being forgiven by the Emperor, and simply

continue his villainous activity under this new guise. Note that Infamy is not grounds for punishment in and of itself (many famous samurai are infamous), but those who recognize a character's Infamy will keep an eye on him and be quick to react if they think that he is up to something.

GLORY RANKS

Like Status, Glory ranges on a scale from 10 to -10. The following table is a rough guide to determining a character's Glory. This is only a guideline, as Glory can fluctuate wildly. Note that Glory Ranks listed on the following table are a minimum. This means that a character that has fulfilled this requirement has his Glory increased to this amount, if it is below this amount. After this time, Glory increases and decreases normally.

For the most part, Glory is independent of status. It is entirely possible (albeit unlikely) that even a peasant could become a great hero and achieve great Glory. It is equally possible that a legendary samurai might have greater Glory than the Emperor, or that even the Emperor could descend into the depths of infamy.

A quick look at the table will also reveal that the easiest way to obtain Glory in Rokugan is through a successful military career. Rokugan is, after all, a land of warriors.

Glory Ranks

Legendary Hero (Seven Thunders, Shinsei)	10
Emerald Champion	8
Great Clan Daimyo	8
Jade Champion	7
Renowned Major War Hero (Clan War, War of Spirits)	7
Empire — Famous Playwright, Poet, Artisan	6
Family Daimyo	6
Famous Craftsman	6
Imperial Chancellor	6
Imperial Herald	6
Shogun	6
Voice of the Emperor	6
Rikugunshokan (military rank — General)	6
Shireikan (military rank — Commander)	5
War Hero (winning army)	5
The Emperor	4
The Empress	4
Imperial Advisor	4
Minor Clan Daimyo	4
Seppun/Otomo/Miya Daimyo	4
Taisa (military rank — Captain)	4
War Hero (losing side, but conducted self honorably)	4
Chui (military rank — Lieutenant)	3
Emerald Magistrate	3
The Emperor's Children	3
Geisha	3
Gunso (military rank — sergeant)	3
Hatamoto (daimyo's honored retainer)	3
Imperial Legionnaire	3
Provincial Governor	3
City Governor	2
Clan Magistrate	2
Karo (advisor to a lord)	2
Monk (see sidebar)	2
Nikutai (military rank — corporal)	2
Shisha (Imperial messenger)	2
Vassal Family Daimyo	2
Craftsman	1
Diplomat	1

Gokenin (small estate manager)	1
Hohei (military rank — Private)	1
Merchants	1
Ashigaru (professional peasant soldier)	0.5
Budoka (peasant warrior)	0.5
Doshin (peasant village officers)	0.5
Ji-Samurai (Vassal Families)	0.5

Infamy (Characters guilty of the following gain Infamy equal to at least the following)

Bandit	-1
Murderer	-2
Maho-Tsukai	-3
Exile	-4
Ninja	-5
Gaijin (non-diplomat)	-6
Dark Lord of the Shadowlands	-10

GAINING GLORY

While Status is always adjusted in a prescribed manner, the fame that Glory brings fluctuates. The only requirement for an increase in Glory is that a character's actions be publicized. A samurai who saves a peasant family from bandits and leaves without giving his name gains no Glory. This is not meant to imply that a samurai must brag about his actions. In the above example, if the peasants learned his name, they would spread word of his deeds for him. Likewise, accomplishments on the field of battle or in the eye of the courts are automatically publicized.

Many of the Glory gains depend upon the Glory or Status of another individual. In such a case, use whichever is higher.

Acknowledgement — If a character's actions are acknowledged as heroic, honorable, or extraordinary by another character with Status 7 or higher, he immediately gains a Rank of Glory. If the person acknowledging the act is the Emperor, he gains two Ranks of Glory. Only the largest Glory gain in this manner within the last year counts.

Avenging a Blood Feud — If the character defeats an individual who has wronged his family in a fair and public confrontation, he gains Glory points equal to his enemy's Status or Glory.

Completing a Quest — If the character is assigned an important quest and returns successfully, he gains Glory points equal to the Glory or Status of the person who gave him the quest (round up), as a bonus to any other gains he may have accumulated for his actions along the way. Note that a character gains no glory for completing a quest for his own lord, or for completing a quest that would have fallen within the normal course of his duties (a Crab samurai spending a year upon the Kaiu Wall or an Emerald Magistrate rescuing a kidnapped maiden from bandits, for example). Doing what is expected of you is not a quest.

Craftsmanship — A character who creates a work of lasting beauty (be that work a poem, a sword, or a well made tool) gains Glory equal to the number of Raises he made while creating the item. Certain crafts are seen as particularly honorable and grant double this bonus. These include armorsmithing, weaponsmithing, calligraphy, poetry, tattooing (Dragon only), animal husbandry (Unicorn only), and shipbuilding (Mantis only). Once a character has gained Glory in this manner, he may not gain Glory for the same Craft skill



again for a number of months equal to the Raises he made, unless he makes a greater number of Raises than the previous instance (in which case he only gains Glory for the additional Raises). At the GM's discretion, a character who regularly creates items of lasting beauty might gain notoriety as a Great Craftsman (see *Glory table*).

Duels — Upon winning a fair duel with an opponent, a character gains Glory points equal to 1/3 of his enemy's Status or Glory (round up) if the enemy was of lower Insight Rank, or equal to his enemy's Status or Glory Rank if equal or higher Insight Rank. A character gains an additional three points of Glory once per month for killing an opponent in a fair duel.

Gifts — A character who gives or receives a gift from another character also gains Glory points equal to the other character's Glory or Status if they are higher than his own Glory. If both are lower than his own Glory, he merely gains one point of Glory. Only the largest Glory award gained in this manner within the last week counts. Thus high ranking samurai are often overwhelmed by a subordinate's attempts to shower them with gifts, and samurai lords who are reward their servants are rewarded in return with steadfast loyalty as they share their master's glory.

Immortality — If the character is known to be the inspiration for a work of poetry, sculpture, or literature he immediately gains Glory points equal to the highest Glory or Status of those who have enjoyed the work. This Glory reward continues to bestow itself every year that the work is still enjoyed. Only the largest Glory reward gained in this manner within the last year counts.

Learning — Those who are honored by their dojo also gain Glory. Each time a character gains a new Insight Rank, he also gains a rank of Glory.

Marriage — Marriage dictates that the spouse with the lower Glory becomes one Rank lower than their original Glory (if that is an increase). In addition, both bride and groom gain Status equal to their spouse's father's Status (or mother, in the case of matriarchal families such as the Matsu, Moshi, and Utaku).

Public Bragg-ing — Samurai are well known for bragging about their exploits. Any time a character gains Glory, he can gain another Glory Point by bragging about his actions publicly at some point within the next year.

At the GM's option bragging about sensitive topics (like describing one's defeat of a Crane duelist at the court of Kyuden Kakita) will just rouse anger rather than granting Glory. A character can also brag on behalf of someone else he knows, gaining a Glory point for that person. This act is not generally seen as dishonorable.

Romance — Love is a rare thing in Rokugan, and those who walk its treacherous path might find that others honor them as heroes. A samurai who publicly proclaims his love for another gains a point of Glory. Note that Glory is only gained so long as a samurai proclaims his love in an honorable manner. Many do so by concealing the identity of their love within a poem. Others might publicly show their devotion to another before arrangements for a marriage are made. Glory may be gained in this manner once a week.

Skirmishes — A character gains one point of Glory (total) for defeating bandits, ronin, Shadowlands beasts, or other enemies outside of open warfare. Glory may be gained in this manner once a week. Particularly dangerous encounters reward three Glory points.

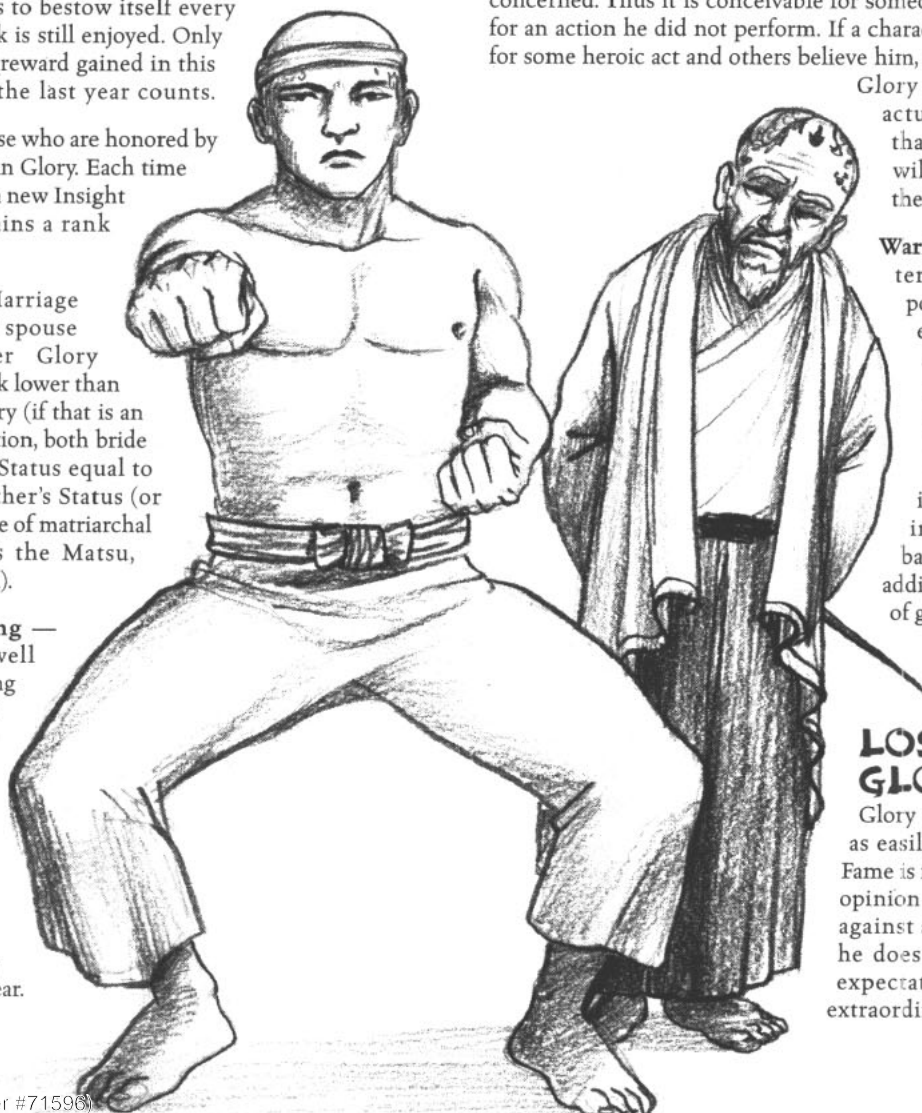
Status — Any time a character's Status increases, he gains a number of Glory Points equal to the number of Status Ranks gained (round up). Multiple Status promotions gained within one month count as a single promotion.

Stealing Credit — Perception is everything where Glory is concerned. Thus it is conceivable for someone to gain Glory for an action he did not perform. If a character claims credit for some heroic act and others believe him, then he will gain Glory as if he actually performed that act (though he will lose Honor for the lie).

Warfare — A character gains three points of glory for each battle he survives and six points if his army won. If he played an unexpected instrumental part in winning the battle, he gains an additional five points of glory.

LOSING GLORY

Glory is frequently lost as easily as it is gained. Fame is fickle, and public opinion can swiftly turn against a former hero if he does not meet their expectations. Note that extraordinarily dishonor-



SKILLS, ADVANTAGES & DISADVANTAGES

Status and Glory affect existing character options in a number of ways, as follows.

SKILLS

ACTING

Glory and Infamy can be a burden when one does not wish to be recognized. When using the Acting skill to create a disguise, all TN's are always increased by the character's Glory. This penalty does not apply when simply using the skill to perform plays and the like (and may in fact grant a bonus as such an act is social).

The default sort of disguise created by the Acting skill is intended to avoid recognition. Thus a disguised character effectively has Glory 0. A character who wishes to be recognized as something he is not must go to a bit of extra effort. When initially creating the disguise, the character must roll Awareness/Acting vs. TN 10 to create a disguise that will allow him to appear as a generic individual with Status 2 and Glory 0.

Each Raise that he makes on this roll allows him to attribute two extra ranks to either Glory or Status. Disguising oneself as a specific person (Yasuki Hachi rather than a generic Emerald Magistrate, for example) not only requires an additional Raise, but requires the character to emulate the target's Status as well as what their Glory would be in the character's current location. (Thus disguising oneself as a specific person in their home town can be quite difficult.)

Once the disguise is created, the character will be treated as if he has the fictitious Status and Glory he has created. Such an act is highly dishonorable and could get the character into a great deal of trouble, of course.

BARO

A character with this skill can use it to brag in court. With three Raises, he can increase the Glory gain from bragging by one point.

HERALDRY

A Heraldry/Intelligence roll vs. TN 50 — (target's Glory \times 5) allows a character to recognize another person. This roll gains a Free Raise if the target is of the same family or clan, and another if they are wearing an identifying personal mon or chop.

ADVANTAGES

BLAND

A Bland character may voluntarily reduce his Glory by a number of ranks up to his Awareness, to a minimum of zero, any time he does not wish to be recognized.

BLOOD OF OSARO-WO

A character with this advantage gains +1 Glory Rank in Crab or Mantis lands.

able acts such as use of maho, assassination, and other criminal behavior do not cause a loss of Glory — loss of glory implies a less recognition. Rather such acts cause one's Glory to become Infamy. Dishonor does little to lessen one's standing — it simply gives you a bad reputation.

To lose Glory or gain infamy, the cause of the loss must be known. A ninja who murders his enemies but covers his tracks well gains no Infamy. A samurai who is defeated in a duel with no witnesses likewise loses no Glory unless his opponent tells others of what occurred and he admits to his defeat.

As in Glory gains, many losses refer to the Glory or Status of another individual. In such a case, use whatever statistic is higher.

Caught In a Lie — If a character is proven not to have been responsible for an act that granted him Glory, he immediately loses double the amount of Glory he originally gained.

Defeat — If you are leading an army that loses a battle, or are defeated in a duel, you lose one full rank of Glory. Note that this Glory is only lost if you survive the incident, leading many samurai to hurl themselves into a desperate, honorable death.

Family Dishonor — If a character is related to another person who has committed a shameful, criminal, or dishonorable act (including being cast out as a ronin) the character loses a full rank of Glory. If the shamed character redeems himself in some manner (including honorable seppuku) the lost Glory is immediately regained.

Idleness — The easiest way to lose Glory is by doing nothing. Each week that passes, a character loses one point of Glory. If he has done nothing to gain Glory within that week he loses three points of Glory instead. If the character's Glory is less than or equal to his Insight Rank he ceases to lose Glory in this manner until it is higher again.

Indifference — If a character has showed poor manners, lost face in public, or is a guest in the home of his enemies, he might find that other samurai may choose to punish him by ignoring his behavior (good or ill). A samurai who is being ignored in such a manner has all Glory Gains reduced by one point, and all Glory losses increased by two points. If his hosts choose to cease ignoring him this effect ends.

DEATH AND GLORY

If a character dies, his Glory immediately ceases to fluctuate, except as follows. If a character dies heroically, he immediately gains a Rank of Glory. If a shrine is built to the character's memory, he further gains a Rank of Glory as long as the shrine still stands.

Situational Glory Modifiers

As a measure of fame, Glory can alter dramatically depending on the situation. The following are temporary modifiers that can affect Glory so long as they are in effect.

Situation	Glory Modifier
Wearing an official personal mon	+0.5 Glory Ranks
Has lived in the area for more than one year	+0.5 Glory Ranks
Accompanied by retinue of servants/sycophants	+2 Glory Ranks
Was born, raised, or trained in the area	+1 Glory Ranks
Has performed heroic acts in the area	+1 Glory Rank
Ruler of local castle, city, or province	+2 Glory Ranks

CHOSEN BY THE ORACLES

A character with this advantage gains +1 Glory Rank in Phoenix and Dragon lands for a light Oracle, or immediately gains Infamy for a Dark Oracle.

CRAFTY

A character with this advantage gains +1 Glory Rank in Scorpion lands.

EAR OF THE EMPEROR

A character with this advantage gains +1 Glory Rank and +1 Status Rank.

GENTRY

This Advantage is essentially replaced by the Stations described in this book.

GREAT DESTINY

A character with this advantage gains 0.5 Glory Ranks.

HEART OF VENGEANCE

A character with this advantage is considered to have Infamy by the clan he has chosen.

HERO OF THE PEOPLE

A character with this advantage has +2 Glory Ranks on all interactions with peasants.

IMPERIAL SPOUSE

Your Glory is increased as per the usual rules for marriage. The typical Imperial Spouse will have a Glory of 2-4. Your Status is increased by two ranks.

SOCIAL POSITION

This advantage now grants Status, not Glory.

DISADVANTAGES

ASCETIC

You are unconcerned with Status, and generally do not pursue political promotions. If you are a member of the Brotherhood of Shinsei, Glory measures your rank among them. If not, you are likely unconcerned with Glory as well.

BAD REPUTATION

Your Glory becomes Infamy until your Bad Reputation is resolved.

BLACK SHEEP

Your Glory is considered Infamy among your own family. You will never gain Status promotions from your own family.

DISHONORED

Your Glory is considered Infamy, though you gain no bonus to Intimidation for it. You are not restricted in spending your

MONKS

Monks are a special case as far as Status and Glory are concerned. For all intents and purposes their Status is permanently Rank 0, equal to that of peasants. However, they are not regarded or treated in the same way as other peasants. Monks are looked upon with reverence and respect, and well-known monks are revered for their wisdom.

Effectively, monks use their Glory Rank as if it were Status, but effectively have no authority over anyone who is not a monk. Samurai usually choose to show respect and deference to a monk with high Glory, just as they would to a samurai with higher Status but no true authority over them. Monks do not gain Glory for warfare, duels, skirmishes, marriage or romance.

Within the Brotherhood, monks have their own ranking system. Monks from different sects have no true authority over one another, though most sects in the Brotherhood are courteous and respectful toward one another, even if their philosophies often differ.

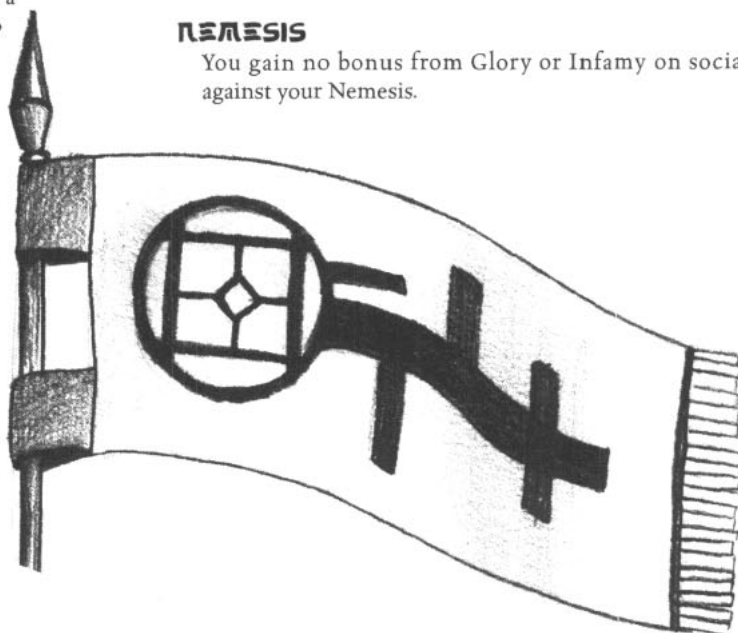
Experience Points (as described in the *Player's Guide*), but will neither be rewarded Status by your clan or be welcome in your homelands until you have cleansed yourself of your dishonor.

DEATHSEEKER

Deathseekers cannot gain status, and their Glory is considered Infamy. You gain Infamy normally, but can only redeem yourself through death in combat.

NEMESIS

You gain no bonus from Glory or Infamy on social rolls against your Nemesis.



SOCIAL DISADVANTAGE

This Disadvantage now affects Status rather than Glory. A samurai with zero Glory is considered a ronin and has no Status whatsoever.

WHAT HAPPENED TO GLORY?

LSR RPG 2E SYSTEM

The Glory rules presented here are intended as an optional replacement for the Glory rules presented in the Player's Guide. These rules are designed to eliminate a number of problems present in the Glory system. First, there is the ease of accumulating large amounts of Glory in large-scale battles, leading to player characters swiftly accumulating a great deal of Glory in a relatively short amount of time, leading them to peak very early in their careers. Second, there is the unintuitive manner in which Glory is rewarded, leading active characters to inevitably deserve a greater amount of Glory than they have, but never having that Glory acknowledged in order to keep their Glory Rank at a manageable level. Third is the discrepancy between Glory as representing fame, yet being limited by certain political ranks.

These rules split the effects of what was once Glory into two different statistics, Glory and Status. Glory is representative of the fame that a character gains through his actions, reputation, and political maneuvering. Status is representative of a character's political rank in Rokugani society. While these two statistics have a great deal of influence upon one another, they are also somewhat independent. Glory does not require any acknowledgment to be gained, though the character's actions must be publicized to enjoy any Glory increase. Status, on the other hand, requires a formal promotion or demotion to change in any manner.

While the new rules for Glory and Status are intended as an optional variant to the Glory rules in the Second Edition Player's Guide, they are a substantial in the new Stations described in this book. Thus, to use the Stations effectively, this book assumes that you are using these new rules.

To determine Glory and Status for existing NPCs, merely assume these values are equal to start with, then allow variation from there as events in the campaign warrant.

D20 SYSTEM

As there were previously no existing rules for determining Glory in a d20 Rokugan campaign, the new rules should present no difficulties. Simply append them to your existing characters if you wish to use the Stations described in this book.

For existing characters, please refer to the Appendix to find rules for determining Glory and Status.

GAINING STATIONS

"HIGH LEVEL" CHARACTERS?

First of all note that while the term "level" is not used to denote a character's skill or ability in the d10 system, the term "high level" is used to describe advanced characters from both systems in this book for the sake of simplicity. Stations are neither exclusively for high level characters nor do they require a character to dedicate feats, rank techniques, experience point expenditures or other such permanent commitments. A character can gain each of the Stations merely by gaining sufficient respect and recognition, and then role-playing his Station accordingly. These Stations represent a certain prestige within Rokugani society, and while that prominence usually demands an individual with experience, this is not a requirement.

STATION POINTS

A character gains a Station and masters its intricacies by spending Station Points. The easiest way to gain Station Points is by increasing one's Status, as follows. All gains are cumulative:

Status Rank	Station Gain
5	5
6	10
7	15
8+	N/A

At Status Rank 8 (Clan Daimyo level) and above, Station Points are irrelevant. Not only are such levels of Status beyond the scope of a normal campaign, but such characters have the resources of their entire clan to call upon. Characters with such extensive influence and power have effectively limitless Station Points. There are other methods of obtaining Station Points, but most of these are specific to an individual Station and are thus described in the later chapters of this book.

The first Station a character achieves costs no Station Points, though a character must have five Station Points before selecting his first Station (these points may then be spent on Features). After this, the character must spend five Station Points per each Station he already has. Thus if a Governor wishes to raise an army and become a Warlord as well, he must spend five Station Points. If that same character decides to represent himself in the courts as an Imperial Ambassador, he must spend ten more Station Points. If he further decides that he wishes to open a school and create techniques to teach his followers in the role of Sensei, he must spend fifteen more Station Points. The GM should deny any stations that he thinks are inappropriate to the character or the campaign. A cowardly courtier is unlikely to be made into a Warlord unless he goes to an extensive effort to prove to his superiors that such a move would be a wise.

GAINING STATION THROUGH ROLE-PLAYING

A GM is encouraged to grant player characters Station Points for role-playing. For example, a character with the Warlord Station visits the Winter Court. During a heated debate, the character steps in to defend an influential Otomo lord who has been insulted, winning a duel on his behalf. The Otomo is pleased and, having connections with the Imperial Legions, sees to it that the character is rewarded with supplies for his armies. This takes the form of a bonus Station (Warlord) Point.

That being said, GM's should not be too generous with such rewards. Giving out Station Points too frequently makes feats, advantages, and other character options which award Station seem less appealing, and lead players who have invested in such options to feel that they have wasted their character's potential.

Once a Station is achieved, a character may customize his options by spending Station Points on Features. This represents how the character has chosen to allocate his influence and resources gained as he succeeds in his Station. Features can include a wide variety of things, from additional troops (for a Warlord) to an extensive research library (for a Keeper) or even multiple school locations (for a Sensei). Some Station Points are specific to a certain station, and are specified by placing that Station's name in parentheses. For example, Station (Warlord) Points may only be used to purchase Features listed in the Warlord chapter of this book.

Some character options, such as prestige classes, New Paths, Advantages, and feats can increase a character's allotment of Station Points, representing a character that has chosen to focus on mastering the intricacies of his Station. Different Stations offer different ways of gaining Station Points. A Sensei, for example, gains a great deal of respect and notoriety for being a talented general. A Warlord gains Station Points for demonstrating knowledge of battle and tactics.

LOSING A STATION

A character can never truly lose a Station, though events can certainly render it effectively useless. A Warlord who is stripped of his command and exiled from his clan's armies is not much of a Warlord, after all. A Governor whose city is burned to the ground is not left with much to govern. Still, there is potential for the character to regain his lost responsibilities. Further, many Features represent a character's personal skills and ability to lead rather than physical objects that can be taken away. All such Features are marked as (Permanent) in their description.

STATIONS AND EXISTING NPCs

The GM may look at the existing Stations in this book and feel that some of them would be appropriate for existing NPCs. Kakita Noritoshi, Master of the Kakita Dueling Academy, should be a Sensei. Many NPCs in *Secrets of the Phoenix* would make excellent Temple Keepers. As always, the GM is encouraged to modify NPC's stats to make use of these features (and keep in mind that Clan Champions and the like don't need to waste points on Stations as they effectively have unlimited points).

NEW MECHANICS

The Legend of the Five Rings game setting has been officially presented in two separate game systems, the *Legend of the Five Rings RPG 2nd Edition System* (presented in the *Player's Guide* and *Game Master's Guide*) and *Wizards of the Coast's d20 System™* (presented in *Rokugan™*, the official supplement to *Oriental Adventures™*). While these two systems are somewhat dissimilar, the setting presented in both versions of the game is the same, and thus it is our intent to present a sourcebook that is useful no matter which of these systems you choose to use when running your game.

Generally, when a new rule or mechanic is presented, whenever applicable we will present equivalent d20 System™ and L5R RPG 2E System versions in close proximity.

Rules and options for the d20 System™ look like this.

Rules and options for the L5R RPG 2E System look like this.

Occasionally, extensive new information may be exclusive to a specific system (such as New Paths for the L5R RPG 2E System or new feats for the d20 System™). In such a case, the information will follow the same convention as above. The d20 System™ material will appear in black and the L5R RPG 2E System material in blue.

In the case of characters, occasionally, a character's name will be followed by a short explanation of his character class in lieu of full statistical information. Such an example might look like this:

TORITAKA TATSUNE

[Samurai 6/Berserker 4/Shadowlands Veteran 10; Hida Bushi 5/Hida Avenger 3]

The information presented before the semicolon is the character's class and level in the d20 System™. The information presented after the semicolon is the character's rank and school in the L5R RPG 2E System.

Sometimes material must be presented for one system or the other. In such cases, this text will be contained in a callout box with a gray background, such as the one below. The headers for these boxes will clearly label which information is for the d20 System™ and which information is for the L5R RPG 2nd Edition ("L5R RPG 2E").

CHAPTER ONE:

THE PROVINCIAL GOVERNOR

Soshi Hiriko took a moment to center herself before she left her private chambers inside the governor's residence. It was the time of year when seasons were shifting, when the hectic concerns of summer had not yet to abate and the first concerns for the impending winter were making themselves known. It could be very taxing. With a brief sigh, she stepped forward through the door into the corridor beyond.

Three men waited on her, each bowing deeply as she exited. She grimaced inwardly at the notion that they could not even wait for her to reach her audience chamber. Clearly, it was going to be a long and unpleasant day.

"Hiriko-sama," the Yoritomo courtier greeted her with an oily grin. "You are radiant this morning."

"Why thank you." She allowed the barest hint of sarcasm and displeasure to show in her voice, causing the petty little man to shirk slightly from her unwavering gaze. "I have many matters to address today, friends. Preparations for the festival are less than half completed, and there are rumors that the Emperor himself will join us for the festivities. I trust you will understand if I must keep your audience brief." She began to make her way down the hallway toward the audience chamber. "Walk with me, if you please."

"Certainly, my lady," the Doji said with a warm smile. His infamous warmth and charm was as dangerous as it was insincere. "We greatly appreciate you seeing us when you have so many weighty matters to consider."

"Some of us only trouble Hiriko-sama with important matters," the Ide ambassador said curtly.

"My good friend is perfectly correct, of course," the Yoritomo agreed. "My petition is of the utmost importance. A trade caravan we are preparing for departure has had its provisions damaged by Nezumi scavengers." The courtier's face wrinkled at the thought. "The harvest throughout most of the region has been very spare, as

you well know, and we cannot spare enough to replace them. If we wait for more supplies to be shipped in, we will miss the last quarter of our route due to weather conditions. A financial setback of such a nature would severely limit our ability to pay the proper percentage to our hosts."

"My lady," the Doji began with an irritable glance at the Mantis, "there is an unacceptable oversight regarding the Crane Clan's districts. We have numerous warehouses of rice that are insufficiently protected from fire. Already there have been two fires this season..."

"Neither in your district," the Mantis grumbled under his breath.

"...that have claimed numerous warehouses," the Doji continued unperturbed. "The possibility of losing so much is devastating.... We must respectfully request the allotment of an additional two fire brigades to the Crane district."

"Two more?" the Ide exclaimed. "My lady, that is preposterous! The fire brigade is already taxed to the limit protecting the merchant quarter, and we have no men to spare. The harvest from the western fields was damaged by fire, as you well know. We barely have food enough to feed everyone, much less send our men to protect another clan's excesses. Please, my lady, we need your help."

The Doji and Yoritomo both started as if to reply to this entreaty, but Hiriko silenced them with a wave of her hand. "Enough," she said calmly. "We will deal with each in turn." She reclined and steepled her fingers before her, lost in thought for a moment. "The Crane require additional protection from this dry summer, that much is clear. To accommodate this, you will empty one of your warehouses, perhaps the large one near Daikoku's Path. That one is centrally located, is it not?"

The Doji nodded wordlessly, the color leaking slowly from his face.

"Excellent. Three quarters of the rice contained within that warehouse will be given to the Unicorn to distribute among the peasants of the merchant quarter. In return, they will supply you with one fire brigade and a peasant work crew, who will convert the former warehouse into a station for your brigade. The central location will allow them to protect your holdings more securely."

"My lady Hiriko-sama, our fire brigades are already stretched far too thin," the Ide offered.

"Then you should consider redistributing them as you see fit," she replied. "I give you leave to do so. And a word of advice: were I in your position, I might question the effectiveness of any group that permitted a fire to damage a harvest as severely as yours appear to have been damaged."

The Ide cast his eyes down in shame and said nothing. "The final quarter of your warehouses contents," Hiriko continued, "will be given to the Yoritomo to be used as provisions for their merchant caravan." She paused for a moment to enjoy the twin looks of exultation and defeat on the faces of her petitioners, then continued. "In exchange, the Mantis will supply two additional carts in their caravan, which will be made exclusively available to Crane merchants to sell their goods along the route. All profit from these wagons will be given to the Crane, along with a complete record of all transactions and all remaining, unsold items."

Hiriko smiled as the three men exchanged perplexed looks and left the audience chamber in silence. Perhaps today would be a good day after all.

GOVERNOR SYSTEMS

Perhaps the most sacred duty a samurai can be asked to perform is to administer land in his lord's name. This is a great show of trust and respect, as such a duty typically involves the excising taxes, which will be used to pay the Emperor's taxes as well as to feed a given daimyo's subjects in the off-season. A task of this magnitude is not granted lightly, for even the smallest, most remote village must produce its fair share of rice if a clan is to survive Rokugan's harsh winters.

Technically, the land belongs to the Emperor. Since the time of Hantei, the Emperors have allowed the Great Clans to oversee vast acreage of land in their name. The clan champions divide this land among the family daimyos, who divide it among their most trusted subordinates, and so on. Eventually, this division of land reaches small enough sections that it is reasonable for a player character to oversee it. Even low-ranking samurai can be assigned to oversee minor holdings such as villages, keeps, or even small towns.

It is far easier to relate the position of governor to a young samurai than other archetypes presented in this book for one simple reason: the position is often hereditary. It is not uncommon for all manner of governance positions to be handed down through a legitimate line of succession. This is only interrupted if the position in question is covetous, in which case it can change hands often, if the previous administrator was incompetent, or if the lord in charge of overseeing the land wishes to bestow the honor upon another. Generally speaking, it is a stable and dependable position, if for no other reason than a daimyo inclined to change appointments frequently would have little time to do anything else.



BECOMING A PROVINCIAL GOVERNOR

Access to the abilities detailed in this section is relatively easy to gain. A governor gains Duty (City) points through class or school benefits or through possessing certain skills or advantages/feats. From a role-playing perspective, this is perhaps the easiest of all archetypes presented in this book to obtain: a governorship can be a hereditary position. For those who are not fortunate enough to inherit such a prestigious position, appointment to an administrative position over a minor domain such as a mountain keep or large village is easy to obtain if a samurai proves to his lord that he is resourceful, intelligent, and even-tempered. An initial appointment to a small domain can gradually increase as the samurai continues to prove his worth (and acquires additional Duty (City) points) to his lord over time.

SKILLS & ADVANTAGES

There are means of gaining additional Duty (City) points to develop holdings beyond those conferred by a high Status or by class benefits. Certain skills and advantages can be used to can such points, although these points do not necessarily add to a beginning character's Status unless otherwise specified.

TABLE 1-1: SKILLS & FEATS

Skill/Feat	Ranks	Additional Duty (City) points
Skill: Appraise	10	+1
Diplomacy	10	+1
Knowledge (Law)	10	+1
Sense Motive	10	+1
Feat: Inheritance	—	+2
Leadership	—	+2

TABLE 1-2: SKILLS & ADVANTAGES

Skill/Advantage	Ranks	Additional Duty (City) points
Skills: Courtier	5	+1
Etiquette	5	+1
Law	5	+1
Advantage: Clear Thinker	—	+1
Inheritance	—	+2
Leadership	—	+2

GENTRIFIED SAMURAI (PRESTIGE CLASS)

Gentrified samurai are members of the samurai caste who have received a hereditary appointment as governor of some small holding in the name of their lord. These are not illustrious appointments, but those who excel at their duty often find that they are given additional responsibilities.

Hit die: d6

REQUIREMENTS

To become a gentrified samurai, a character must fulfill the following criteria:

Abilities: Charisma 11 or higher

Feats: Void Use

CLASS SKILLS

The gentrified samurai's class skills (and key ability for each skill) are: Battle (Wis), Diplomacy (Cha), Knowledge (Geography), Knowledge (Law), Profession (Wis), Search (Wis), and Sense Motive (Wis).

Skill points per level: 2 + Int modifier

TABLE 1-3: THE GENTRIFIED SAMURAI

Level	BAB	FS	RS	WS	Special
1	+0	+0	+0	+2	Inheritance, Station (City)
2	+1	+1	+0	+3	Additional Holding, Station (City)
3	+1	+1	+1	+3	Conscripted Defense, Station (City)

CLASS FEATURES

Inheritance: A gentrified samurai is one who has been given a stronghold or village to administrate for his lord. When the first level in this class is taken, the samurai must select either a stronghold or village, which they must then create using the Duty (City) points conferred at each level. Once selected, this holding may not be changed, although additional holdings may be acquired in the future.

Station (City): At first level, the gentrified samurai gains 5 Duty (City) points. These points are identical to Station points described in the previous chapter, but may only be used for the purposes of purchasing holdings and enhancements as described later. The samurai gains an additional 3 Duty (City) points at 2nd level and another 2 at 3rd level.

Additional Holding: At the second level, the gentrified samurai may add one additional minor holding or minor enhancement to his inheritance. This addition must be taken from the appropriate table found later in this chapter.

Conscripted Defense: At the third level, the gentrified samurai gains a half-dozen ashigaru to help in the defense of his holdings from any physical threat. These are in addition to any ashigaru the samurai already has serving under him.

GENTRIFIED SAMURAI (NEW PATH)

Technique Rank: Any

Requirements for Entry: Inheritance Advantage (Governorship), Way of the Land (relevant area)

Path of Entry: Any

Path of Egress: Any (must reenter same school at appropriate rank)

If this path is used as a Rank 1 Technique, use the following information:

Beginning Skills: Calligraphy, Courtier, Etiquette, Investigation, Law, any two High or Bugei skills

Beginning Honor: 2, plus 5 boxes

Starting Outfit: Kimono, katana, wakizashi, scroll satchel with calligraphy set, 8 koku.

Technique: Gentry — You gain 10 Duty (City) points to develop a stronghold or village that you are given to administrate. This holding is developed using the city construction rules found in this chapter. This holding may be augmented with Duty (City) points gained through other means, including any advantages, skills, or techniques that normally augment your Station (City) point total. In addition to gaining these points, the samurai gains a Free Raise on all social skill rolls made within the confines of the stronghold, village, or city created through use of these points.

DEVELOPING RESOURCES

As time progresses, an administrator's holdings become more advanced, whether as a result of their gifted leadership or receipt of a more prestigious posting based on their success as an administrator. Governance of a major holding, such as the much-maligned Ryoko Owari Toshi, is not granted to those who have not proven themselves.

Skilled governors are able to develop more advanced holdings within their domain through the combination of careful allocation of resources, maintaining suitable relations with other governors and administrators, or simply currying favor with one's superiors. This allows for a range of abilities far in excess of that represented by the gentrified samurai above, and enters the realm of a true governor, a powerful position within Rokugani society.

GOVERNOR (PRESTIGE CLASS)

Depending upon your location in Rokugan, the position of governor can be anything from a frivolous political appointment, to a prestigious, coveted position of power, to a useful way to get a nuisance out of the public eye.

Hit Die: d6

REQUIREMENTS

To qualify to become a governor, a character must fulfill the following criteria.

Base Attack Bonus: +5

Knowledge (Law): 8 ranks

Knowledge (Local): 8 ranks

Feats: Leadership

CLASS SKILLS

The governor's class skills (and key ability for each skill) are: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Knowledge (Law) (Int), Knowledge (Local) (Int), Listen (Wis), Profession (Wis), and Sense Motive (Cha)

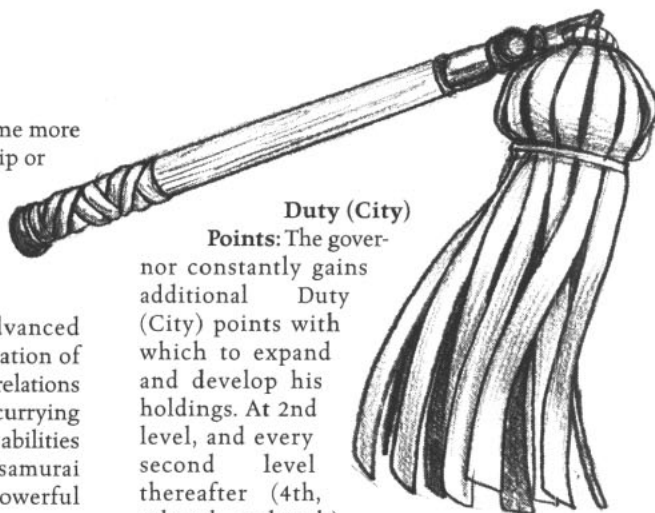
Skill Points per Level: 4 + Int modifier

TABLE 1-4: THE GOVERNOR

Class Level	BAB	FS	RS	WS	Special
1st	+0	+0	+0	+2	Improved Production
2nd	+1	+1	+1	+3	Duty (City) points
3rd	+1	+1	+1	+3	Improved Defense
4th	+2	+1	+1	+4	Duty (City) points
5th	+2	+2	+2	+4	Improved Leadership
6th	+3	+2	+2	+4	Duty (City) points
7th	+3	+2	+2	+5	Improved Production
8th	+4	+3	+3	+5	Duty (City) points
9th	+4	+3	+3	+6	Improved Defense
10th	+5	+3	+3	+6	Duty (City) points

CLASS FEATURES

Improved Production: A true governor inspires loyalty and devotion in those whom he governs. Beginning at 1st level, all koku-producing holdings the governor oversees produce an additional koku during tax season, in addition to whatever normal koku such a holding would generate. This increases to 2 additional koku per production holding at 7th level.



Duty (City)

Points: The governor constantly gains additional Duty (City) points with which to expand and develop his holdings. At 2nd level, and every second level thereafter (4th, 6th, 8th, and 10th), the governor gains an additional 2 Duty (City) points to use in any way they deem fit.

Improved Defense: The loyalty inspired by the governor extends to his soldiers as well as his citizens. Beginning at 3rd level, the default soldiers in the governor's service are one level higher than the normal level as determined by the city or stronghold's size. This increases to two levels higher at 9th level.

Improved Leadership: A governor attracts a higher caliber of follower to their banner. When this ability is gained, the governor may choose to increase the maximum level of their cohort by 2 (although the cohort's level may not exceed the governor's level), or to increase the total number of followers available by 50%, rounding up. These additional followers are distributed evenly across the appropriate levels.

GOVERNOR (ADVANCED SCHOOL)

Governors are the power players of Rokugan, as they oversee the movement of armies, cargos, personages, and wealth of all sorts. They are the Emperor's hands, ensuring that his Empire functions despite the millions of unsavory but necessary tasks that must be performed each day all across the Empire.

REQUIREMENTS

Rings/Traits: Awareness 4, Perception 4, Intelligence 3

Skills: Courtier 4, Etiquette 4, Law 5

Advantages: Social Position (Governor)

Other: Must possess the Inheritance advantage (applied to a village, city, or stronghold), the Gentry advantage, or the Gentry technique from the Gentrified Samurai new path.

TECHNIQUES

Rank 1: The City Listens

A governor is truly keyed to the events happening within his domain. Nothing takes place that he doesn't hear about. The governor may roll and keep a number of additional dice equal to his rank in this school on all High Skill rolls made within his domain. This only applies to non-combat skills. You receive 5 Duty (City) points.

Rank 2: The City Speaks

The loyalty a governor inspires applies to the soldiers stationed in his city as well as those who prosper under his rule. The default Rank of soldiers under the governor's rank is increased by 1. You receive 5 Duty (City) points.

Rank 3: The City Lives

A truly great governor inspires greatness in others. All koku-producing holdings overseen by the governor produce an additional two koku each tax season. You receive 5 Duty (City) points.

THE GENTRY ADVANTAGE

The rules contained in this chapter are a more advanced and extensive version of the Gentry advantage in the Legend of the Five Rings Role-Playing Game Player's Guide, Second Edition. While Gentry can be used to grant a beginning character a village to oversee, these rules allow for far more detailed and varied holdings that can be developed for a starting character (using the New Path included in this section) or bestowed upon a character later in a campaign.

NEW FEATS

SOUL OF THE CITY

You are gifted in the administration and governance of a city or stronghold.

Prerequisites: You must possess at least 5 Duty (City) points through other means.

Benefit: You gain an additional 5 Duty (City) points.

ARTISAN PATRON

You have sponsored the work of a gifted craftsman, who pays you a percentage of his income in exchange for your assistance during his apprenticeship.

Prerequisites: Character level 3+

Benefit: You may create a craftsman as if he were your cohort (as per the Leadership feat). This craftsman may only be of the Expert class, and must have at least one Skill Focus feat that enhances the skills Craft or Profession (Artisan). Each month, the artisan makes a profession check to determine how much profit they have made. Sixty percent of all profit goes directly to you, their patron. In the event that the Profession check results in a 1 on the die roll, immediately make a second roll. You must pay in that much koku in order to sustain the artisan's trade after a particularly disappointing month. You gain 2 Duty (City) points.

Special: This feat may be taken multiple times. Each time it grants an additional merchant to whom you are a benefactor.

MERCHANT PATRON

You are a merchant patron, overseeing important commercial concerns on behalf of your clan.

Prerequisites: Character level 3+

Benefit: You have a number of merchants equal to your Charisma modifier serving under your command. Each of these merchants is an Expert of character level equal to two

less than your overall character level, to a maximum of 12. Every month, each merchant makes a Profession (Merchant) check to determine how much koku they make in their service to the clan. Each merchant keeps 40%, with 30% being submitted to the clan and the final 30% coming directly to you. In the event that the Profession check results in a 1 on the die roll, immediately make a second check. You must pay that amount of koku in order to sustain the merchant's trade after a particularly disappointing month. You gain 2 Duty (City) points.

Special: Your honor may not exceed 3 if you possess this feat. If you possess a higher honor upon taking this feat, it is immediately reduced to 3.

NEW ADVANTAGES

SOUL OF THE CITY

(8 POINTS)

You are well versed in the ways of the city and those who dwell there. You can add an additional 5 Duty (City) points in addition to any you may already possess.

ARTISAN PATRON

(6 POINTS)

You have an artisan that you helped by furnishing them with sufficient koku to get started. As a result, a certain percentage of the profits from their enterprise is given directly to you each month, providing you with additional income and them the protection of a samurai master. This artisan is not a samurai, and has no Ranks or Techniques. They begin with three ranks in any Craft skill of your choice. Each month, the artisan makes a skill test, rolling 3k2 versus a TN of 5. You gain a koku for every point by which the roll exceeds 5. If the roll is less than 5, you must provide the artisan with an amount of koku equal to the difference in order to assist him in recovering from a particularly poor month.

MERCHANT PATRON

(7 POINTS)

You have merchants who work under you on behalf of the clan's mercantile interests. A certain percentage of the profits from their enterprise is given directly to you each month, a small remuneration for the stigma you have accepted as part of being involved with commercial interests. Merchants are not samurai, and possess no Ranks or Techniques. Each begins with 3 ranks in Commerce. Each month, they must make a Commerce/Awareness roll, TN 10 (they roll 3k2). The first three koku generated by each merchant goes directly to the clan after they take out their expenses. Any koku generated above that (any result higher than 13) goes directly to you. If any merchant fails this roll, you must pay a number of koku equal to the difference between their result and 10. You may not possess an Honor rank higher than 3 if you have this advantage.

CITY SYSTEMS

Even in a feudal, rural society such as Rokugan, cities are the lifeblood of the people. Cities are the seat of power, where leaders congregate and make decisions that can affect the lives of ten thousand peasants. Armies are raised and coordinated there, led forth to wars that shape the course of history. Trade agreements are reached that result in the nourishment or starvation of entire villages. The simple farm may be the soul of an Empire, but the city is its life.

The Empire's livelihood that is manifested in its cities is protected and defended from all threats by the many strongholds that the Great Clans maintain. The first and final line of defense, these facilities are absolutely essential in maintaining the status quo in Rokugan, carefully sustaining the delicate balance of power that exists between the Great Clans. Without the string of fortresses that dot the Lion-Crane border, for instance, countless villages and cities would have been put to the torch over the centuries, taxing the resources of an Empire that already must be cautious in its management of food and medicine to deal with periods of famine and plague that have marred its history.

STRONGHOLDS

The stronghold plays an important role in Rokugan as the city. One could accurately state that the stronghold, whether a fortress or palace, is a city in microcosm. The tradition of a samurai is a martial tradition, after all, and every warrior needs a castle from which to campaign against his lord's enemies.

It is not uncommon for smaller, less strategically important strongholds such as watchtowers or simple keeps to be given to young, relatively untested samurai to administrate. This may be a hereditary or political appointment, or it can be a test to measure the mettle of a young warrior who shows promise. In the case of some particularly rural appointments, it can be a means of getting rid of a samurai who is an embarrassment or disappointment. Each clan has hundreds of these minor outposts dotting their borders, and there are far too few talented officers and leaders to distribute among such meager appointments. As a result, young soldiers often find their paths to greatness begin in just such a place.

Strongholds invariably serve as centers for tax collection. As such, the administrator of a stronghold does not have to worry about providing taxes; they are brought to him and collected by agents of his lord, who then take the majority and leave the amount necessary to maintain the stronghold. In one respect, this is simpler than administrating the needs of an entire city. In another, it is far more demanding.

TABLE 1-5: TYPICAL POINT COSTS

Stronghold	Example	Point Range
Watchtower	Shinomen Tower	5 points
Keep	Kakusu Keikai Torid-e	5-10 points
Castle	Shiro Shiba	15-30 points
Palace	Kyuden Doji	30-45 points

TABLE 1-6: GEOGRAPHICAL LOCATION

Location	Point Cost
Rural location, difficult terrain	No point cost
Rural location, simple terrain	1 point
Accessible location, difficult terrain	2 points
Accessible location, simple terrain	3 points
High-traffic location, difficult terrain	4 points
High-traffic location, simple terrain	5 points

All strongholds begin with the following statistics: Hardness 10 with 50 hit points per 10 square feet.

All strongholds begin with the following statistics: the wall has TN 10 with wound levels as follows: 100: Destroyed.

ENHANCEMENTS

No two strongholds are identical, as most are designed by a group of people, each incorporating personal ideas and desires into the structure. Defensive structures, the incorporation of weapons, accommodations for guests, barracks for soldiers, the presence of suitable chambers for court, and a hundred other things distinguish each individual stronghold of others. Enhancements represent these varying qualities.

Enhancements vary in quality. Minor enhancements are the simplest form of augmentation a stronghold can accommodate. Moderate and major enhancements are increasingly more effective versions of the same enhancements. Standard armaments for a stronghold are limited to samurai equipped with bow and arrow. A minor enhancement would include a significant number of "murder holes" incorporated into the building's construction, allowing archers to attack enemies without exposing themselves to return fire. A major enhancement would include a sizeable amount of pitch, which could be used against infantry attacking the walls or to set arrows aflame, dramatically increasing their effectiveness. Finally, a major armament enhancement would upgrade a stronghold's defenses to a full complement of siege engines, including catapults, ballista, and other similar weaponry.

TABLE 1-7: ENHANCEMENT QUALITY

Type	Station (City)	Point Cost
Minor	2	
Moderate	4	
Major	8	

Accommodations — No stronghold exists in a vacuum, and there will always be a need to station guests in quarters somewhat more presentable than the meager barracks reserved for soldiers. In more remote strongholds, these rooms are often used for storage and only cleaned out periodically for guests or the annual tax collectors.

Armaments — Preparations for war are inherent in samurai culture. Even during protracted times of peace, the soul of a true warrior is always considering the potential for future conflict. Strongholds are constructed with this in mind, and make allowances for combat above and beyond the weapons normally wielded by the samurai stationed there.

Barracks — All strongholds require quarters for the soldiers, guards, and patrols stationed there. The number of troops that can be stationed at any given stronghold depends greatly upon its size, of course; no watchtower can house an entire legion, after all.

Court Chamber — Larger strongholds typically serve double duty both as a military headquarters and a center of political activity for a family or group. As a result, even the most stark and unforgiving fortress may become the sight of an extended winter court. Shiro Daidoji, for example, is perhaps the most secure fortress in all the Crane provinces, and each year a handful of guests are invited to spend their winter there with the Daidoji lord and his attendants.

Fortifications — The most important feature of any stronghold is the strength of its walls. Fortifications are the foremost concern of any architect when designing any building, from a hut all the way to a grand palace. The degree to which any particular stronghold has been fortified can determine its survival or destruction in times of siege.

Shrine/Temple — Shrines and temples are an integral part of samurai culture, and are invaluable reminders that the eyes of the Fortunes and one's ancestors are always turned toward the mortal realm. In times of war, such spiritual reminders can be important for maintaining morale among the troops. This enhancement may also be taken as a holding for a city.

TABLE 1-8: STRONGHOLD ENHANCEMENTS

Enhancement	Benefit
Accommodations	5 guest chambers +10 per level of enhancement
Armaments	Special, <i>see Table 1-10: Armaments</i>
Barracks	10 soldier quarters + 25 per level of enhancement
Court Chamber	Purchased as a Minor Enhancement, no further benefit for Moderate/Major
Fortifications	Base level +5 Hardness and +25 hp/10 square feet per level of enhancement
Shrine/Temple	+1 on all Morale rolls per level of enhancement

STRONGHOLDS VS. CITIES

Although constructed using the same resource (namely, Duty (City) points), strongholds and cities are actually quite different. Each comes with benefits that the other lacks. Strongholds have a larger number of troops available to the commander and are not required to directly oversee the management of koku. Cities, on the other hand, have a larger number of free structures given to them and receive considerably more koku as a result of their more varied duties.

Cities: Any city constructed with 20 points or less at the time of its construction includes a home for the governor. It is not particularly elaborate, but sufficient and includes a small chamber for conducting business. A city constructed with more than 20 points includes a larger estate, complete with a full court chamber and a garden. The enhancements Accommodations and Court Chambers (normally restricted to strongholds) may be purchased to augment this estate. A city also has a small number of troops available to the governor based on its size (*see Table 1-11: Troops Available*).

Strongholds: A stronghold has a larger number of troops available to its commander, depending upon its size. The administrating officer of a stronghold has funds provided by his lord that are dispensed appropriately to his troops. He also receives a stipend that he may spend in any way he sees fit, including hiring of additional troops or the purchase of additional equipment.

ENHANCEMENTS VS. HOLDINGS

Unless specified, enhancements are restricted to strongholds and holdings are restricted to cities. They may not be mixed and matched.



TABLE 1-9: DEFAULT TROOPS

Stronghold Size	Default [dzo]	Default [L5R 2E]
Watchtower	5 War1	5 Rank 0
Keep	10 War1, 5 War2	10 Rank 0, 5 Rank 1
Castle	30 War1, 10 War2, 10 War3	30 Rank 0, 10 Rank 1, 10 Rank 2
Palace	35 War1, 15 War2, 15 War3, 10 War4	30 Rank 0, 15 Rank 1, 15 Rank 2, 15 Rank 3
City Size	Default [dzo]	Default [L5R 2E]
Village	5 War1	5 Rank 0
Large Village	10 War1	10 Rank 0
Town	15 War1, 5 War2	15 Rank 0, 5 Rank 1
Small City	15 War1, 10 War2	15 Rank 0, 10 Rank 1
City Quarter	20 War1, 15 War2	20 Rank 0, 15 Rank 1
Average City	25 War1, 25 War2	25 Rank 0, 25 Rank 1
Large City	30 War1, 20 War2, 10 War3	30 Rank 0, 20 Rank 1, 10 Rank 3
Family Province	100 War1, 70 War2, 30 War3	100 Rank 0, 70 Rank 1, 30 Rank 2

TABLE 1-10: ARMAMENTS

Enhancement	Defense
None	Standard troop-based archery
Minor	Murder holes [3/4 cover / +10 to archer TN]
Moderate	Flaming pitch [+2d6 fire damage to archer / +2k0 on archer attacks]
Major	Siege Engines (1 + 2 per size increment of stronghold)

TABLE 1-11: TROOPS AVAILABLE

Roll 2d10	Result
2-4	1d10 additional troops available
5-7	2d10 additional troops available
8-10	3d10 additional troops available
11-13	4d10 additional troops available
14-16	6d10 additional troops available
17-19	8d10 additional troops available
20	12d10 additional troops available, +5 troops for every point by which the roll would exceed 20 (as a result of bonuses from different holdings, enhancements, etc.)

* Note: Watchtowers, Keeps, and cities below Small City in size may not receive a result greater than 10 on any Troops Available roll for any reason. This includes any bonuses the governor would normally receive.

smaller portions called provinces, which the family daimyo bestow to individual governors. The province, then, is the smallest portion of land officially recognized by the Emperor. In reality, of course, every province is divided into smaller portions that a governor's agents oversee, down to individual villages. For the purposes of Imperial records and tax collection, however, the province is an essential link. It is also the largest governor appointment that is available to samurai who are not the daimyo of a major family.

TABLE 1-12: TYPICAL POINT COSTS

Assignment	Example	Point Range
Village	—	5 points
Large Village	Mimura	5-10 points
Town	Friendly Traveler Village	10-15 points
Small City	Nanashi Mura	15-20 points
City Quarter/ Province	Okura District, Toshi Ranbo	20-30 points
Average City	Kaeru Toshi	25-40 points
Large City	Ryoko Owari Toshi	40-55 points
Family Province	Nejiro province, Shiba family lands	55-75 points

THE BASICS

There are key elements to any city that establish the basic themes around which that city operates

Geographical location is the most influential element of any city. Huge centers of trade and culture do not develop high in the mountains, and port cities are rarely found in the center of a plain. Location is divided into three categories: rural, accessible, and high-traffic. Rural means well off the beaten path and travelers have no immediate reason to travel there other than to visit. This has the effect of limiting the amount of holdings available. Accessible refers to a position that is not inconvenient, but neither is it along a well-traveled highway. High-traffic holdings, of course, lie on a well-established and heavily traveled roads.

The second facet of location is the terrain, which can be qualified as either simple or difficult. Simple terrain includes plains, gentle hills, or terrain that does not inhibit travel or construction. Difficult terrain, conversely, consists of swamps, rock-strewn terrain, or dense woodlands, all of which severely inhibit city expansion. High quality holdings are rarely found in such locations, as it makes distribution difficult at best.

CITIES & PROVINCES

There are but a handful of settlements in any Great Clan's lands that could truly be called 'city.' There simply are not sufficient resources for any single clan to develop more than a small number. Such population centers are a natural occurrence, and coordinate the flow of resources through a network of regions.

Provinces are an artificial division of land for the purposes of facilitating tax collection. It is a natural outgrowth of the Empire's feudal system, wherein the Emperor bestows upon the Clan Champions large expanses of land to administrate in his name. In order to both provide sustenance to the families that serve them and to make administration a more direct event, the Champions divide this land among the daimyo of the clan's families. These larger portions are then divided into

After location, the waterways are a major consideration. The least fortunate cities are those that contain no waterways at all. Such cities must draw their water from wells, and any trade goods must be transported overland, a time-consuming and expensive process. Minor waterways alleviate this somewhat, but do not connect to any other major trade centers. Major waterways are large, important rivers that connect to other cities of similar rank, and ports lie on the coast, granting enormous access to trade.

A CITY IN MICROCOSM

By and large, the systems included in this chapter are designed to allow a player to create a stronghold or city of any size for their character to administrate. In truth, many options are only appropriate for a larger settlement rather than a tiny village that might be a more appealing choice for some players. Using the revised system, a basic village contains a single farm, up to 50 farmers and family members, 1 yoriki and 10 ashigaru warriors. Craft holdings may be purchased as normal, and additional farms may be purchased for the village at the rate of 1 point per farm. Each farm generates 5 koku per season and adds an addition 1d10 of koku per season (see Table 1-14: Production Holdings below).

Cities tend to become centers of tax collection, and as such are responsible for a tremendous influx of wealth. There is a fixed amount of koku that is brought into cities every tax season, and likewise a certain amount that is expected to be paid in taxes to Clan Champion (or the Emperor directly in the event of a city in the unaligned lands). In addition to the typical amount generated, there is a normal amount of additional koku generated depending on the city's size (see table below). This amount of additional koku is affected heavily by the Harvest Tables found later in this chapter.

TABLE 1-13: WATERWAYS

Waterway	Point Cost	Effect
None	No point cost	+15% on the cost of all imported goods
Minor	1 point	+5% on the cost of all imported goods
Major	3 points	No modifications
Port	5 points	-5% on the cost of all imported goods

TABLE 1-14: PRODUCTION HOLDINGS

City Size	Koku per Season/Taxes	Additional Koku
Village	5 / 3	1d10
Large Village	10 / 6	3d10
Town	15 / 9	5d10
Small City	25 / 15	7d10
City Quarter/ Province	40 / 24	9d10
Average City	55 / 33	11d10
Enormous City	70 / 42	13d10
Family Province	85 / 51	15d10

HOLDING QUALITY

Craft holdings can vary considerably in quality. For every truly exceptional craftsman, there are hundreds throughout

the Empire that only have a fraction of his skill. The demand for goods created by finer craftsmen is obviously greater, and thus they generate more resources to pay their lord. Holdings come in three degrees of quality: Average, Fine, or Excellent. Higher quality holdings are more expensive to purchase for a city.

TABLE 1-15: HOLDING QUALITY

Quality	Point Cost	Additional Koku per Season
Average	2	3
Fine	4	4
Excellent	6	5

CRAFT HOLDINGS

Craft holdings are a unique subset of production holdings. Craft holdings normally produce koku, as do production holdings, but they can also produce finished goods in lieu of koku should the governor wish. If a governor suspects that there may be an impending conflict with a nearby bordering clan, for instance, he can order the city's armorsmiths to begin producing armor for his soldiers. Doing so prevents the armorsmiths from paying taxes, of course, as they are too busy to conduct their normal trade, but this is a small price to pay for the exquisite goods they provide.

Craft holdings confer a benefit above the koku normally generated to the governor who oversees them, in the form of gifts or additional koku per season. The table below lists the benefit for each of these common holdings. A governor may sacrifice any number of koku normally provided by these holdings (see Table 1-15: Holding Quality) to increase the benefit by a factor of 1 per koku sacrificed.

For example: Soshi Hiriko has a Fine Armorsmith within her city. This armorsmith normally provides 4 additional koku per season as well as 1d8+3 suits of armor. If Hiriko wishes, she may sacrifice 2 koku for a season to increase this amount to 1d8+5 suits of armor.

Aerie — A rare holding, an aerie is a roost for hawks and falcons. These birds of prey can be raised and trained for hunting, a sport that many wealthy samurai enjoy. Most aeries are managed by skilled peasants, although it is not considered inappropriate for a samurai to take up the breeding and training such birds.

Armorsmith — Rather than a typical smith, an armorsmith has specifically focused upon crafting armor for samurai. This is not an uncommon occurrence, as armor is required in large quantities by a daimyo or governor of a sizeable holding. Like the creation of weapons, crafting armor is considered a mystical process. Skilled peasant craftsmen can create armor, and often do. A peasant armorsmith is obviously permitted to touch samurai armor, an offense that can result in the death of a peasant under normal circumstances. Once the armor is given to a samurai, a peasant smith may no longer touch it unless asked to do so by its owner for repairs or maintenance.

Bowyer/Fletcher — While they are not regarded with the same esteem that a katana or other melee weapons are, bows are nevertheless a crucial element of a samurai's training. With rare exceptions, samurai do not craft their own bows or arrows, but leave such a skill to peasants trained in the art.

Geisha House — A geisha house is not technically a craft holding, as geisha do not create anything that is passed on to others. It is a service, however, and can produce a significant amount of koku for a governor who endorses and supports

them appropriately. Ryoko Owari Toshi has an entire district devoted to such enterprises, known as Teardrop Island, that is a major attraction for the city and generates a tremendous amount of revenue.

Leather Works — Although reviled in theory by many samurai, leather is a necessary evil. The dead flesh and those who work it are considered anathema, but the finished products, most notably saddles, are prized for their great practical value.

Mine — A mine is a tremendous asset to any governor fortunate enough to discover one within their area of influence. Commonly sought resources gathered from mines include copper, gold, iron, and silver, among others. These resources are not valued in their raw form, or at least they are not valued as much as the finished products created with them.

Mine (Jade) — Jade mines are rare, as jade has slowly been consumed over the past four hundred years so that the Empire's warriors among the Crab could stand against the Shadowlands. Prior to the Battle at Oblivion's Gate, every jade mine in Rokugan was expected to tithe a reasonable amount of its yield to Imperial representatives, who in turn passed it on the Crab. Since the destruction of Otsan Uchi almost seven years ago, that percentage has increased dramatically. Some daimyo have complained about this policy, but the Emperor brooks no question. Jade mines produce a number of "jade fingers" per day equal to 3 + one per level of quality the mine possesses.

Sake Works — Tens of thousands of bottles of sake are consumed every day in various public houses all throughout the Empire, to say nothing of those consumed in private. Sake is a profitable enterprise for those who excel at its creation. The sake works in Friendly Traveler Village, for example, are famous all across Rokugan for the exceptional quality of its product, and many pay exorbitant prices to have bottles transported hundreds of miles to them.

Silversmith — Silversmiths have no real practical value, but are prized among artisans and courtiers for the glorious trinkets they create. More than one aspiring courtier has been aided in their rise to fame by a gifted silversmith who creates new masterpieces to spark court conversation on a regular basis.

Tea House — Outside of court, tea houses are the great social center of Rokugan. Those too pious or fastidious to visit a geisha house or sake house usually have no problem with a tea house, and more important meetings take place in such places than in any other public setting anywhere in the Empire. Larger, higher quality teahouses maintain their own gardens to raise tea, and some of the finest even have unique blends unavailable anywhere else.

Weaponsmith — Like an armorsmith, a weaponsmith is a blacksmith who has specialized in crafting weapons. Again, this is not altogether uncommon, and the proper crafting of quality weapons is regarded almost as a religion rather than a craft. It is not uncommon for a samurai to take up bladesmithing, but this holding represents a skilled peasant craftsman.

TABLE 1-16: CRAFT HOLDINGS

Holding	Benefit
Aerie	1d12 trained falcons per season
Armorsmith	1d8+3 suits of armor per season
Boyer/Fletcher	1d12+6 bows and 10d10 arrows per season
Geisha House	+1 on all Public Opinion rolls
Leather Works	3d10 saddles per season
Mine	+2 on all Trade Level rolls
Mine (Jade)	See text above
Sake Works	4d10 bottles of sake per season
Silversmith	4d10 netsuke (jewelry or other effects) per season
Tea House	4d10 bottles of tea per season
Weaponsmith	1d6+3 katana per season (or 2d10 weapons of other types)

MILITARY HOLDINGS

Cities are valuable assets, and as such must be protected against a clan's enemies. Even the most centrally located cities typically possess significant protection. Mizu Mura, a city located in the innermost Moto provinces, leagues from any border, nevertheless has a large garrison of samurai prepared to defend it at a moment's notice. Military holdings increase the number or quality of troops that a governor can call upon in times of conflict. Military holdings do not generate additional koku per season. In fact, they cost additional koku per season, but provide military benefits that affect the military tables used above in the stronghold section.

Dojo — Although not necessarily military per se, the presence of a major dojo in a city always corresponds with an increased number of well-trained warriors who are present to defend it. A dojo provides additional reserves for a governor to call upon in times of war or siege.

Garrison — A garrison is a permanent base established by a clan's military structure. It is the smallest formal military base maintained by the clan, and the governor is often responsible for supplementing the supplies in order to keep the men paid and well-fed. Like a dojo, a garrison increases the number of troops available to a governor in the event of emergencies.

Imperial Magistrate's Office — Imperial magistrates are stationed throughout the Empire, typically in large population centers or centrally located hubs of trade activity. Magistrates tend to have a rather calming influence, serving as an excellent deterrent to both crime and open hostility. Governors with magistrates stationed within their city are invariably pleased with the result.

Training Grounds — A training ground is a large expanse of land set aside by a clan for practicing large-scale military maneuvers involving hundreds or even thousands of soldiers. Cities with nearby training grounds tend to be large, with extensive barracks and recreational holdings (sake houses, geisha houses, etc.) to accommodate the soldiers. A training ground dramatically increases the number of troops available to deal with a problem that arises in a city, although it is possible for such events to occur when the force is in transit from one spot to another.

TABLE 1-17: MILITARY HOLDINGS

Holding	Point Cost/ Cost per Season	Benefit
Dojo	5/5	+1 on all Troops Available rolls
Garrison	10/10	+2 on all Troops Available rolls
Imperial Magistrate's Office	5/5	+2 on all Events rolls
Training Grounds	15/20	+6 on all Troops Available rolls

SPIRITUAL HOLDINGS

Any true samurai is a spiritual person, and it is exceptionally rare to find any city of significant size that does not have numerous shrines or temples. This is beneficial for governors in many respects. Subjects whose spiritual needs are met are typically more content and productive. The presence of shugenja means that key rituals and blessings are far more accessible than they otherwise might be, and it is not uncommon for many sects of monks to work alongside peasants in their labors, seeking enlightenment through physical hardship.

Monastery — A monastery is a unique form of a shrine or temple devoted not only to religious purposes, but also for training new monks. Many sects devote their new acolytes to menial labor in order to purify their bodies as they purify their spirits, and as a result they are sent out into the city to work alongside the peasants. This is an uplifting experience for many peasants, although more than a few potential monks have chosen other paths after being subjected to such treatment.

Sacred Site — Extremely rare, sacred sites are locations where something of great historical or spiritual significance took place. The site where Kyuden Seppun was constructed was just such a site, the location where Hantei and his siblings first landed in the moral realm. There is an empty plain in the Scorpion lands where Onnotangu supposedly fell upon being defeated by Hitomi decades ago. These sites are often the destination for pilgrims from across the Empire, and result in a significantly increased amount of both traffic and trade for the region in which they are located.

Shrine — A shrine is a smaller building devoted to ancestors, the Fortunes, or both. It is typically attended only by a lone shugenja or a monk or two. Visitors come to offer prayers, then leave. They are quiet, serene, and easily accessible to any who wish access.

Temple — Temples are substantially larger than shrines, and tend to be devoted to a single Fortune or perhaps the ancestor spirits of a single family. Although they have a more narrow focus, temples tend to have multiple shugenja as well as a number of monks who attend them. Visitors to the temple frequently leave offerings, a portion of which is returned to the governor in return for his continued support of and protection of the temple.

TABLE 1-18: SPIRITUAL HOLDINGS

Holding	Point Cost	Benefit
Monastery	2	+1 on all Public Opinion rolls
Sacred Site	5	+1 on all Trade Level rolls
Shrine	2	+1 on all Public Opinion rolls
Temple	4	+3 additional koku per season

SAMPLE CITIES & STRONGHOLDS

Listed below are some examples of cities and strongholds constructed using the rules listed above. Some of these are pre-existing locations that have never been explored, while others are unique creations that can be fully developed in your campaign.

SAMPLE WATCHTOWER

DUTIFUL TOWER IS 10 POINTS

Location: Accessible/Simple [3 points]

Enhancements: Fortification (Minor) [2 points]

A minor watchtower along a stretch of unthreatened border, Dutiful Tower is home to a handful of Crane magistrates and wardens who oversee tax collection for the outer provinces. After a particularly violent bandit attack some years ago, the tower has been reinforced to withstand such assaults.

SAMPLE KEEP

RIISING SUN KEEP IS 10 POINTS

Location: Accessible/Difficult [2 points]

Enhancements: Armaments (Moderate) [4 points], Barracks (Minor) [2 points], Fortifications (Minor) [2 points]

Rising Sun Keep is a low-priority fortification situated in the eastern mountain region of Crab lands. Lying along a region of Shadowlands border that sees infrequent attacks, the keep is not considered a pivotal link in Crab defenses. Still, it has been reinforced with considerable weaponry to turn aside the occasional bakemono or ogre attacks, and has a slightly larger contingent of soldiers than a normal keep of equal size.

SAMPLE PALACE

KYUDEN GISEI IS 30 POINTS

Location: High-traffic/Simple [5 points]

Enhancements: Accommodations (Major) [8 points], Armaments (Minor) [2 points], Barracks (Minor) [2 points], Court Chambers (Minor) [2 points], Fortifications (Moderate) [4 points], Shrine (Bayushi ancestors) (Moderate) [4 points], Shrine (Seven Fortunes) (Minor) [2 points]

Kyuden Gisei is a recent addition to the Scorpion lands, but already it has developed a reputation as a center of learning and culture in the Bayushi provinces. The palace was constructed for the explicit purpose of providing a single home for those samurai fostered to the Scorpion for whatever reason. Many Shosuro actors live within the palace, although few reveal their true nature to their guests. The purpose of Kyuden Gisei is to provide outsiders with a false image of the Scorpion's true nature, sending away those who are expected to be experts in the Scorpion ways with little true understanding of how and why the Scorpion operate.

SAMPLE LARGE VILLAGE

DISTANT THUNDER VILLAGE IS 10 POINTS

Location: Rural/Difficult [0 points]

Waterway: Minor [1 point]

Craft Holdings: Mine (Iron) [2 points], Sake House [2 points]

Military Holdings: Dojo [5 points]

Nestled amid jungles and mountains in the interior of the Mantis Islands, Distant Thunder Village is as far removed

IS THAT IT?

Looking at this system and the examples provided, players might be tempted to ask "is that it?" Could it be that, for example, the City of Remembrance has only a single shrine and a single temple within it?

Well of course not. That's just silly.

It may be assumed that any city of Average size or larger is going to possess at least one of each holding listed above. However, these are not necessarily holdings that are of notable quality. Such holdings exist, but do not provide the benefits offered by the remarkable holdings provided for in this section. There could very well be a dozen temples and a hundred shrines in the City of Remembrance, but only the two detailed above are of sufficient size and influence to offer the benefits listed above.

from the ocean as from any holding in that region. The jungle and mountains make travel to the ocean challenging, but the sound of breakers crashing on the shore is constantly audible. There is a minor branch of the Yoritomo bushi school present, and a productive iron mine.

SAMPLE CITY DISTRICT

OKURA DISTRICT, TOSHI RANBO

130 POINTS

Location: High-traffic/Simple [5 points]

Waterway: None [0 points]

Craft Holdings: Armorsmith [2 points], Geisha House [2 points], Sake House [2 points], Weaponsmith [4 points]

Military Holdings: Garrison [10 points], Imperial Magistrate Office [5 points]

The Okura district has only recently been rebuilt following the devastating fires and explosions that wracked Toshi Ranbo over a year ago. The governor, a Lion bushi named Matsu Ieshige, is rarely in attendance and frequently leaves his administrative duties to his more skilled subordinates. Nevertheless, the district definitely shows a Lion's influence in the reconstruction: there are fewer centers of culture there than in most other districts.

SAMPLE LARGE CITY

CITY OF REMEMBRANCE 140 POINTS

Location: Accessible/Simple [3 points]

Waterway: Major [3 points]

Craft Holdings: Armorsmith [2 points], Aerie [2 points], Boyer/Fletcher [2 points], Silversmith [4 points], Tea House [6 points], Weaponsmith [2 points]

Military Holdings: Dojo [5 points], Imperial Magistrate's Office [5 points]

Spiritual Holdings: Shrine (Agasha) [2 points], Temple (Fukurokujin) [4 points]

Much like the Okura District, the City of Remembrance is recovering from a tragedy. During the Rain of Blood, a force of corrupted Mantis descended upon the city and rallied the Phoenix who had fallen. Together they very nearly destroyed the city, halted only by the combined efforts of the Phoenix military, a group of Imperial magistrates, and the private guard of legendary hero Matsu Hitomi. The Agasha family has



spent considerable resources rebuilding the city, although it is as yet a pale imitation of its former glory.

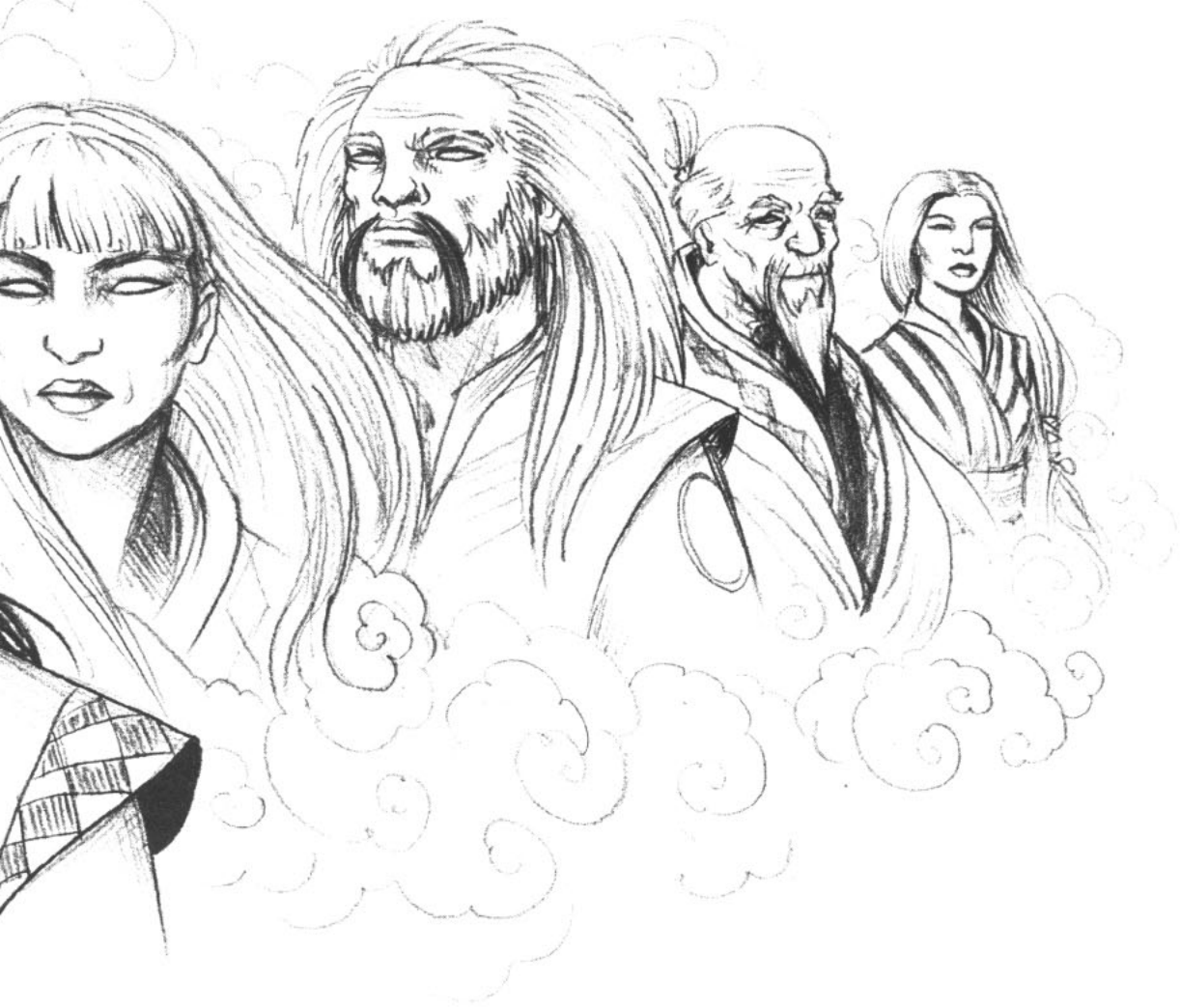
Although the City of Remembrance is very near the coast, it is far enough away from the actual ocean that its waterway rating has been reduced to major rather than port.

EVENT TABLES

The administration of a city is far from an exact science. There are so many different factors that can affect the city's development from day to day that it is virtually impossible to consider them all. The best a governor can hope for is to have anticipated the most important, and to be prepared to deal with those they cannot foresee.

The tables included in this section are meant to represent the most pressing, most crucial elements that can affect a governor's city and its day-to-day functioning. These tables are referenced frequently in the City Systems section, and can be influenced by many factors, including the types of holdings a given city contains. Likewise, these tables have circumstances under which they are normally consulted, but the GM may feel it appropriate to use them more often or not at all. Like everything in this book, this is an optional system offered to enhance your campaign in whatever ways you deem appropriate.

Events — The events table represents notable things taking place in the city over the course of the average month. There is almost always some festival or celebration in the



making, and days recognizing particular Fortunes or ancestors seem to come along weekly. This table is rolled at the beginning of every month of game time. Some results can have an impact on other table rolls, while some are simply a means of introducing new ideas or adventure plots into the game.

Harvest — The Harvest table is perhaps the most important with regard to how a governor's rule is perceived. A well-fed populace is a happy populace, but those who suffer from constant hunger pangs are rarely content with their leadership. Even the most loyal, hard-working, traditional heimin may consider revolt when they must witness their family starve. The Harvest table is only used once per year, during the harvest season. It may be rolled upon several times, however, depending upon the size of the settlement in question. The table is rolled once each season for every five dice of additional koku a settlement generates (see Table 1–14: Production Holdings).

Morale — Unique among the tables presented in this section, the Morale table is exclusively utilized by the commanding officers of strongholds, not cities. No honorable samurai would ever turn against his lord, but the fact remains that when morale wanes, so too does the collective fighting ability of the troops under an officer's command. If there are any circumstances that would normally require a Public Opinion roll, the commander of a stronghold makes a Morale roll instead.

Public Opinion — Public opinion does not have the weight in Rokugan that it might have in another civilization. Ultimately, the opinion a group of citizens have of their lord is

unimportant, because they have been conditioned by over a thousand years of philosophy and tradition to obey those who have authority over them. There are exceptions to this, of course, most notably the assassination of the tyrannical despot Emperor Hantei XVI by heir and the heir's loyal Seppun guardsmen. Still, while this comes up very infrequently, a low public opinion of a city's governor can impact other aspects of the city's development, including the amount of trade being conducted there. If there are any circumstances that call for a Morale roll, a city governor always makes a Public Opinion roll instead.

Trade Level — Other than the Harvest table, the Trade Level table is the most important factor in determining the level of success a city experiences. Although technically such things are beneath the notice of a samurai, a governor who does not pay attention to the commercial aspect of his city's development will soon find that his charge is wasting away.

Unusual/Supernatural Events — Rokugan exists within Ningen-do, the Realm of Mortals, but borders on other spirit realms that are full of the same perils and dangers as the world of man, and many far more dangerous. This table represents the mysterious hand of fate that cannot be predicted, but that has played a crucial role in shaping history. There are no firm guidelines for when this table should be consulted, other than whenever the GM deems it appropriate or when it comes up as a result of another roll on a different table.

TABLE 1-19: EVENTS

Roll 2d10	Event
2-3	Severe crime level — Violent criminal occurrences, possibly including serial murder, introduction of a new opium cartel, open conflict between two or more criminal groups, etc.
4-5	Moderate crime level — Localized criminal occurrences, possibly including murder, attacks on outlying villages by bandits, smuggling of illicit goods, etc.
6-7	Mild crime level — Relatively mild occurrences of criminal behavior, possibly including unsanctioned duels, public opium by samurai, instances of non-violent theft or arson, etc.
8-9	Assassination attempt — Someone makes an attempt on the governor's life
10-11	No Event
12-13	Festival/Holiday — Celebration brings merriment from the city's citizens. +1 on all Public Opinion rolls made during this month.
14-15	Unusual/Supernatural Event — (Consult Table 1-24)
16-17	Visit from an important personage — Family daimyo or clan champion visits the city, increasing the city's political and economic prominence for a short period. Gain one additional koku for every craft holding.
18-19	Major Festival or tournament — major influx of visitors and tourists, more prominent visitors to local court, considerable economic boom; increase koku production of all craft holdings by 1 for the season, +1 on all Public Opinion and Trade Level rolls
20	Visit from the Emperor — dramatic increase in the number of visitors, significant increase in the prominence of local court, additional attention from clan and family daimyo, etc.; increase koku production of all craft holdings by 2 for the season, +2 on all Public Opinion and Trade Level rolls

TABLE 1-20: HARVEST

Roll 2d10	Event
2-3	Catastrophe (Reduce the amount of each die rolled for additional koku on Table 1-14: <i>Production Holdings</i> by half (rounding down). Reduce all Public Opinion rolls by 3.)
1-5	Plague (Roll a number of d10 equal to half the number of additional koku dice you normally roll. That number of your subjects die as a result of the plague.)
6-10	Famine (Reduce the amount of additional koku generated by half again, to a total of one quarter the normal amount. Reduce all Public Opinion rolls by 3.)
4-6	Poor Harvest (Reduce the number of dice rolled for additional koku by one third (rounding up). Reduce all Public Opinion rolls by 1.)
7-10	Bandits (The area you administrate is plagued by bandits. Reduce all Public Opinion rolls by 2.)
11-13	Unusual/Supernatural Event (see Table 1-24: <i>Unusual/Supernatural Events</i>)
14-16	No Event
17-19	Rich Harvest (add 2 dice of additional koku, add +1 to all Trade Level and Public Opinion rolls)
20	Bountiful Harvest (add 4 dice of additional koku, add +2 to all Trade Level and Public Opinion rolls)

TABLE 1-21: MORALE

Roll 2d10	Event
2-4	Low Morale -2 morale penalty to all attacks and skill checks related to duty -2 rolled dice to all skill checks related to the fulfillment of duties
5-8	Impaired Morale -1 morale penalty to all attacks and skill checks related to duty -1 rolled die to all skill checks related to the fulfillment of duties]
9-12	No significant bonus or penalty
13-16	Positive Morale +1 morale bonus to all attacks and skill checks related to duty +1k0 to all skill rolls related to the fulfillment of duties
17-20	High Morale +2 morale bonus to all attacks and skill checks related to duty +2k0 on all skill rolls related to the fulfillment of duties

TABLE 1-22: PUBLIC OPINION

Roll 2d10	Event
2-4	Very low opinion of the governor -2 morale penalty to all social skill checks made by the governor and his staff -2 rolled dice to all social skill rolls made by the governor and his staff
5-8	Low opinion of the governor -1 morale penalty to all skill checks made by the governor and his staff -1 rolled dice to all social skills rolls made by the governor and his staff
9-12	No significant bonus or penalty
13-16	High opinion of the governor +1 moral bonus to all social skill checks made by the governor and his staff +1k0 on all social skill rolls made by the governor and his staff
17-20	Extremely high public opinion of the governor +2 moral bonus to all social skill checks made by the governor and his staff +2k0 on all social skill rolls made by the governor and his staff

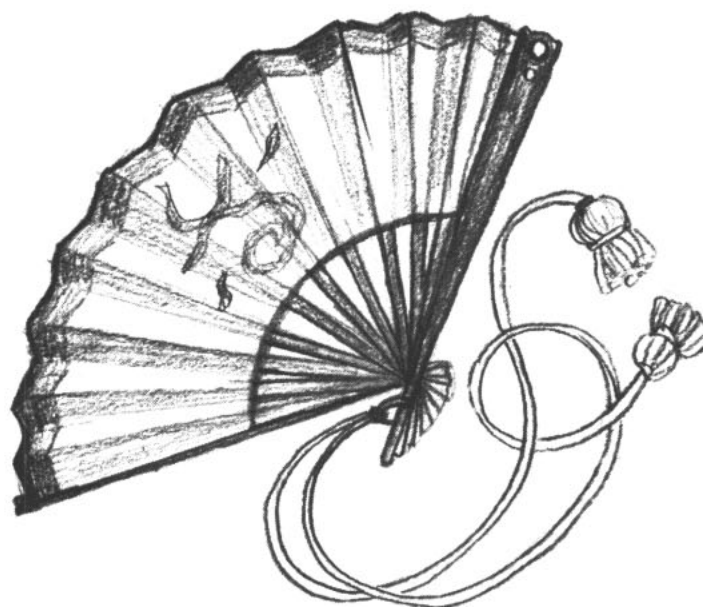


TABLE 1-23: TRADE LEVEL

Roll 2d10	Event
2-4	Very poor level of commerce -2 circumstance penalty on all commercial skill rolls during the month -2 rolled dice on all commerce-based skill rolls during the month
5-8	Reduced level of commerce -1 circumstance penalty on all commercial skill rolls during the month -1 rolled die on all commerce-based skill rolls during the month
9-12	No significant bonus or penalty
13-16	Increased level of commerce +1 circumstance penalty on all commercial skill rolls during the month +1k0 on all commerce-based skill rolls during the month
17-20	Significantly increased level of commerce +2 circumstance penalty on all commercial skill rolls during the month +2k0 on all commerce-based skill rolls during the month

TABLE 1-24: UNUSUAL/SUPERNATURAL EVENTS

Roll 2d10	Event
2-4	Taint Outbreak — The Shadowlands Taint manifests in the city in some way, either in the unexplained corruption of an individual or small group, the appearance of a Tainted creature (goblins, ogre, oni, etc.), or the appearance of the undead or maho-tsukai.
5-7	A Lost Treasure — Someone somewhere in the governor's domain discovers a lost nemuranai or other artifact from the past. Such a discovery would normally be turned over to the governor, although there is nothing that specifically demands this be done. This result should only happen extremely rarely, barring special circumstances dictated by the GM, and should be re-rolled if it comes up a second time for the same city.
8-10	Prophecy — Someone in the governor's domain suddenly manifests the gift of prophecy, if only temporarily. These sudden manifestations are of great interest to members of the Brotherhood, although many shugenja schools disregard them until substantial proof of the prophecy's truth can be obtained.
11-13	Visit from the Spirit Realm — An entity from another spirit realm crosses over into Ningen-do. This could be a malevolent spirit, such as a gaki from Gaki-do or slaughter spirit from Toshigoku, a benevolent entity such as the manifestation of an ancestor from Yomi or an elemental creature such as a dragon's avatar from Tengoku, or some other entity, perhaps a trickster spirit from Chikushudo.
14-16	Foreign Emissaries — A dignitary from the Naga or Nezumi people arrives in the city and requests to be admitted to the court. The emissary may have some particular agenda, or may wish to establish a more permanent link between their people and the clan in whose lands the city is located. Alternatively, if the GM wishes, gaijin representatives may be substituted in place of Naga or Nezumi.

17-19

Enlightenment — A monk, shugenja, or other suitable candidate suddenly reaches the mythical goal of enlightenment, drawing interest from other students of the Tao.

20

Manifestation of a Fortune — The mortal manifestation of a divine Fortune appears in or around the city, causing an outbreak of religious fervor and a significant interest in the family on behalf of shugenja all across the Empire.

CAMPAIGN IDEAS

The provincial governor can be more difficult to incorporate into a campaign than other archetypes presented in this book purely because they are by their nature tied to a location. The governor of Ryoko Owari Toshi, for instance, does not travel abroad a great deal. He simply has too many responsibilities. This is not an insurmountable problem yet.

Restrict the Area — The simplest means of dealing with the problem is to limit the area of influence within the campaign. Many successful campaigns have taken place in limited areas, including Ryoko Owari Toshi, Otosan Uchi, or even the tiny Mimura, Village of Promises. With sufficient planning, there are more than enough plots and adventure ideas to keep even the most industrious group of player characters busy when restricted to a certain area.

Secondary Characters — If your group is one that prefers to travel extensively, even when they have a suitable "home base", then you may want to consider allowing the player controlling the governor in question a secondary character. This re-opens the issue of travel and adventure while maintaining the element of governance that the player is attracted to in the campaign. This is best implemented if it allows the player to control a prominent, pre-existing NPC from the campaign, a character that the PCs are familiar with and trust to be included in their group. Controlling and administering the city can be the focus of many adventures, but when the time comes to journey into the countryside, this prevents the governor's player from being left out in the cold.

GOVERNOR BASED CAMPAIGNS

For obvious reasons, it would be virtually impossible to coordinate a traditional game wherein the characters were all governors of some type. Such a game would have to focus more on correspondence between such characters and the reaction of their individual subjects to large-scale political and military events. While such an unorthodox playing style might be appealing to some players and Game Masters, there are options available for governor characters that are more mainstream and might have broader appeal.

Governor & Agents — As mentioned above in Secondary Characters, it may be the case that only one character in the party has accumulated enough prestige to be appointed to a governance position. If this is the case then it is likely that the governor will outrank the other party members. In such an instance, it would be well within the governor's ability to offer

positions of power to other characters, so long as their lords did not object. In this way, the group remains coherent and can indulge in any number of adventures while incorporating the elements from this book.

Rule by Council — Although highly unusual in Rokugan, it is not inconceivable that a group of player characters be placed in an administrative position. There have been occasions in Rokugan's history wherein large cities, city quarters, or provinces have been left without administrators suddenly for any number of reasons: murder, disgrace, suicide, etc. In such cases, it is possible that a group of samurai can be appointed to oversee the area until a new, suitable governor can be selected. This is even more common with smaller holdings, and many villages or towns have been given to bands of magistrates or low-ranking samurai to oversee as a test of character. With the Game Master's permission, it may even be possible for lower-ranking characters to combine their Duty (City) points to create larger holdings than they might normally be able to administrate on their own.

Provincial Associates — Particularly large cities, including but not limited to Otosan Uchi and Toshi Ranbo, are divided into large sections typically referred to as provinces or quarters. Because managing a city of such size is so monumental a task, individual quarters are given their own administrators, also referred to as governors or daimyo. If a city was of sufficient size, it would be possible to make each individual character head of their own city province, which would also provide a wealth of campaign ideas including alliances and rivalries among the characters as they attempt to bring their individual provinces to prominence.

THE GOVERNOR & OTHER ARCHETYPES

In terms of sheer, practical power, perhaps no other archetype presented in this book can rival the governor. A general controls armies, but rarely gets to exercise their power unless war breaks out. A temple master is revered throughout the land, but has few resources at his disposal. A governor, on the other hand, controls a vast expanse of land with enormous resources at their beck and call, as well as an extensive force of samurai to defend their holdings and resist incursions by any enemy. The price for this, of course, is that the governor rarely accumulates the same degree of popular recognition with his peers, nor the honor and glory that are frequently heaped upon others. This can lead to envy or even outright rivalry under the right circumstances, and certainly colors the relationship a governor has with other such powerful individuals even under the best of circumstances.

The Imperial Ambassador — The governor and the ambassador are the two archetypes that have the most in common, as both are lynchpins of the political arena. The gov-

ernor often oversees the same courts in which the ambassadors ply their trade, and the two can form any type of relationship imaginable in the process. Rivalries among the two can result in a gruesome display of manipulation, sabotage, and violence by proxy. Alliances between a governor and an ambassador, however, have the potential to chance the political and economic landscape of entire provinces if they combine their considerably political and mercantile influence.

The Warlord — The warlord has the least in common with a governor, and probably the least interaction. A warlord controls vast legions of soldiers kept in a constant state of battle readiness: a nightmare for even the most patriotic governor. Governors who control a city may welcome the soldiers' presence and wealth, but find the often-disruptive presence of hundreds or thousands of soldiers with too much money and time on their hands too much to bear. Governors given charge over a stronghold are more amenable to their warlord comrades, but it is nevertheless a tense relationship. The arrival of a warlord and his forces taxes the resources of even the largest stronghold, and warlords can often be presumptuous in their assumption of power during such a layover. Needless to say, this can cause considerable friction and resentment, often leading to unfortunate rivalries between individuals who might otherwise be the staunchest of allies.

The Master Sensei — The relationship between a governor and a master sensei can be a delicate affair. Obviously, a master sensei is a well-known and highly respected individual, revered by hundreds or thousands of students of the style he practices. Having a master sensei maintain a dojo within a city or province where a governor holds dominion can be a great benefit, as it virtually guarantees a certain amount of traffic. Additional travelers means additional commerce, which increases taxes and therefore the political and economic influence a governor commands. On the other hand, a governor must be somewhat discreet in their support and promotion of the dojo, as many sensei tend to view such actions as opportunist and dishonorable.

The Temple Keeper — Even more so than the master sensei, a temple keeper is a tremendous asset to a governor. Unlike the sensei, who will attract dozens or hundreds of students and aspiring adherents, the temple keeper will doubtless attract thousands of religious pilgrims, potential monks, and shugenja seeking the keeper's wisdom. Every truly great city has a temple district that is lavishly supplied by a doting and benevolent governor seeking to keep his subjects content. In terms of personality, the temple keeper and governor rarely if ever see eye to eye. The governor is by nature mired in the events and trappings of the mortal realm, something that the temple keeper has learned to look beyond. In the eyes of most keepers, governors are shallow and materialistic, even if honorable, men with little concept of what it means to truly embrace the spiritual element of a samurai's life.

CHAPTER TWO:

THE AMBASSADOR

Morning came terribly late in the Mantis islands. It had taken months to grow accustomed to the difference in the time and schedule. When combined with the fact that the Mantis did not seem inclined to begin their court sessions before the mid-day meal, it meant that visiting courtiers tended to have significant free time. Some believed that the Mantis preferred to keep a different schedule for no other reason than to maintain control over those that many among their number only grudgingly accepted as guests. Others simply regarded it as another oddity that set the Mantis apart from other clans.

To Yasuki Kurama, the reasoning mattered little. The result was opportunity, and he was never one to pass opportunity by.

Most ambassadors to the Mantis islands were mid-level functionaries with little opportunity to improve upon their career. Perhaps they had been dishonored for one reason or another, or perhaps they were simply incompetent. For whatever reason, they were granted enough authority to make trade agreements that involved long-range shipping, then were banished to the islands. Some would never return.

Conversely, Kurama had actually requested the position. It had caused some controversy, as he was given his choice of assignments following an extremely favorable winter spent in the Scorpion courts. Some of his fellow Yasuki had speculated he had committed some private offense and had been given a discreet method of saving face. The thought made Kurama smile. Those who wondered such things did not understand true opportunity.

In the Mantis isles, Kurama's gifts for persuasion and diplomacy were unmatched. In only a year's time, he had risen to be one of Yoritomo Kumiko's principle advisors in matters of court, and he had negotiated no less than half a dozen trade agreements that dramatically increased his family's wealth and holdings in port cities all along Rokugan's coast. His limited correspondence with

his family at home in the Crab provinces had been overwhelmingly positive, as he had known it would. When he finally chose to return from his self-imposed exile, his influence would be even greater than when he had left, not to mention that his rivals among other clans would have dismissed him out of hand as a failure. He would enjoy becoming re-acquainted with them, although they might not find it quite as enjoyable as he did.

But that was a matter to be contemplated when the day's work was complete. Today, Kurama had cleared his morning schedule for an extended meeting with Isawa Heichi, the highest-ranking Phoenix representative in the islands. The strange Mantis court schedule left mornings free for meetings exactly like this one. Every day was an opportunity.

Heichi was known to be displeased with his position in the islands. He had a reputation for discussing the many duties he was obviously more suited to performing back in the Empire proper, although it was occasionally necessary for him to have consumed some amount of sake for these beliefs to come to the fore. In any event, it was clear that Heichi wanted off of the islands, and that made him easy prey for someone like Kurama. All that must be done was to convince Heichi that it was to his benefit to make an agreement with the Yasuki on behalf of the Phoenix and he would jump at the chance to prove himself. Still, the task was not inconsiderable, for though he may be unhappy, Isawa Heichi was no fool.

"I wonder," the Phoenix ambassador said cautiously, "what you stand to gain from such a proposal."

"Heichi-san," Kurama said warmly, flashing his broadest, sincerest smile, "you are of course correct. There is great benefit to the Yasuki in this arrangement, I do not deny it. But this is a matter of principle more so than economics, don't you agree?"

The Phoenix studied his host with great scrutiny.

Kurama changed position so that his left shoulder would be more toward Heichi, displaying the Crane mon on his kimono. "The Phoenix and the Crane are already allies, an alliance that has greatly benefited both clans. My family serves both the Crane and the Crab. To me it is obvious that the Phoenix Clan's well-being should already be my concern, even though I serve the Crab Yasuki contingent."

"I suppose so," Heichi admitted grudgingly.

"Of course," Kurama agreed. "Your clan is still in the process of rebuilding the City of Remembrance, is it not? And Kumiko-sama has revealed to me that the Mantis are providing the resources to rebuild the city at a tremendous value, owing to the role their corrupted members played in its destruction."

"That is correct," Heichi said, more confident now. "It was a very reasonable concession."

"I agree," Kurama said, his features more somber now. It was never appropriate to seem light-hearted when discussing the events surrounding the Rain of Blood. "But do you not think the Mantis fleet could be better served finding the exiles who committed the atrocity rather than repairing it?"

Heichi's eyes narrowed at the thought of the outcast Kitao. "Yes," he agreed firmly.

"Then, if I may," Kurama said with an open expression. Seeing his guest nod, he continued. "The Yasuki are willing to provide the same materials at the same cost to you, allowing the Mantis to seek vengeance in your name. In exchange for this, we only ask permission to develop our own resources within the city." He spread his hands, palm up. "As I said, the Yasuki are already your allies through the Crane. Why not complete the circle, and allow the Crab to become your allies as well?"

Heichi reclined somewhat, his hands on his knees, his face a mask of concentration. "Your offer has great merit. I must consider it."

"I understand," Kurama said, his previous warmth returning. "It is a matter of great importance, and I understand if you feel you must consult with your superiors before agreeing. I will eagerly await your decision."

Heichi frowned darkly at the words, and Kurama smiled inwardly. The notion that he was unable to make such an arrangement on his own would disturb him greatly, and make him eager to do so. Kurama would more than likely hear from him before the day was out, and have secured yet another arrangement that would benefit the Yasuki.

Every day was an opportunity.

GOVERNOR SYSTEMS

Politics are a driving force in Rokugan. The fate of armies can rest upon a single word from a well-placed courtier. A talented ambassador can foster alliances that safeguard his clan's well-being for generations, or undermine his enemy's attempts to seek such allies against his own clan. The courts define the Empire, create its laws, culture, alliances, and enmities. The higher levels of Rokugani politics are no place for the inexperienced. A single mistake might break an important alliance, give an enemy the fuel he needs for blackmail, or shame the entire clan. Even clans such as the Crab or Mantis, who disdain political dealings, realize the importance of skilled courtiers and retain a number of experts in this area.

Rokugan's political system is a deep and many-tiered

system, with increasingly high stakes and demanding responsibilities as one is promoted through the ranks. Thus the duties of an Ambassador could easily suit both high level and low level characters, depending on the position the character has been granted. A lower level Ambassador could serve as a messenger, a political advisor to a magistrate, or perhaps even the assistant to a more powerful ambassador. The highest level Ambassadors are assigned to positions of influence at the highest levels of the clan, or dispatched to areas that require great delicacy and tact — such as a representative on the Imperial Court or an emissary to a hostile clan.

A courtier's duties are relatively simple on the surface — maintain his clan's good standing in court and hamper the efforts of his clan's adversaries. Securing alliances through hostage exchanges, political marriages, and trade agreements are a courtier's most common activities. Weakening enemies through blackmail, espionage, and rumor control are tools regularly utilized by courtiers of a more dishonorable stripe (who are unfortunately all too common). The law is a powerful weapon for the courtier. The court is where laws are made, so it is a courtier's duty to make certain new laws do not hamper his own clan or at least hamper his enemies more. A courtier must be knowledgeable and versatile to survive in this world. To gain the Ambassador Station, a character must have five Station Points as usual. Generally the easiest manner to gain five Station Points is through promotion — once a character's Status is five or greater he automatically has enough points to buy his way into this Station. Of course, this is not required. A character could enter this Station through some combination of character options that grant Station Points that give a total of five.

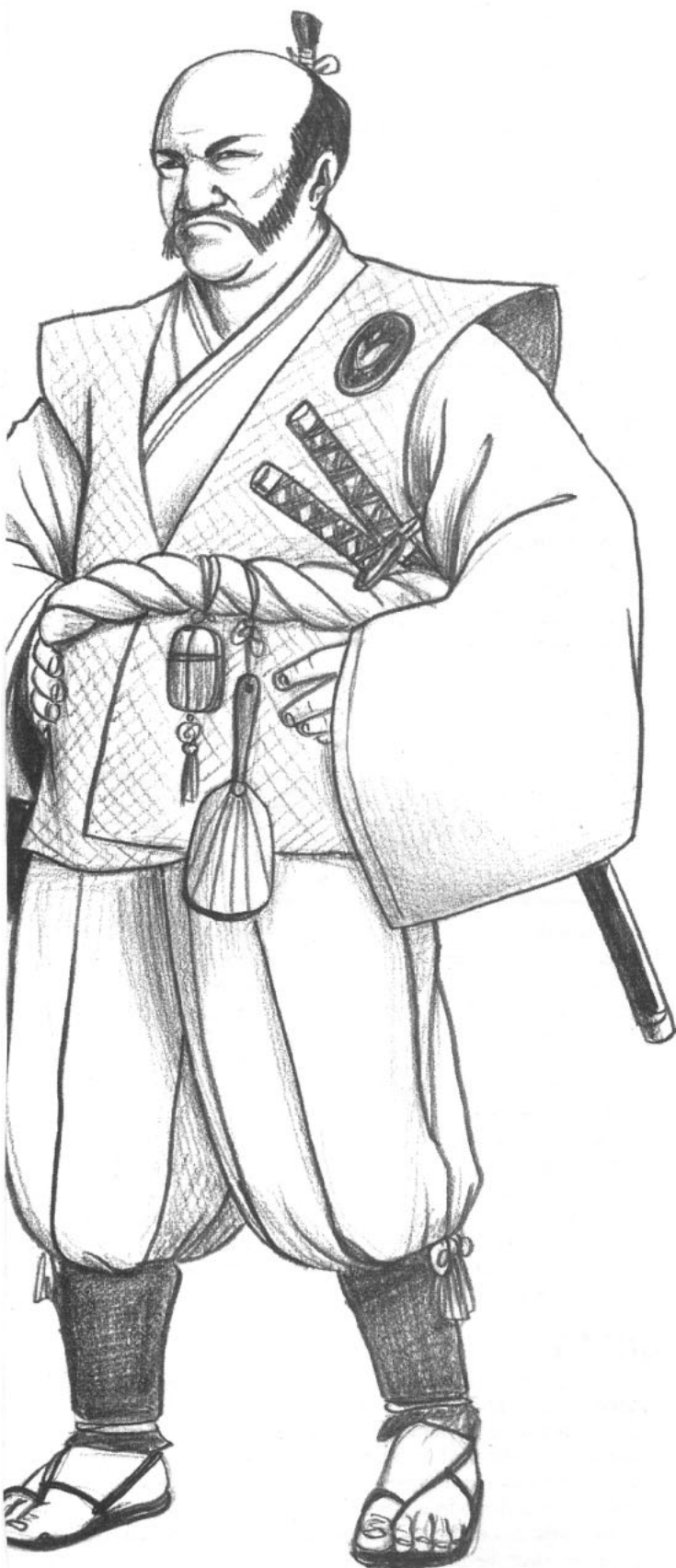
There are a number of methods described in this chapter by which a character can gain Station (Ambassador) Points. These are applicable even to characters who do not possess this Station, and can be used to enter this Station once a character has accumulated enough of them. Thus a character who brokers peace treaties, fosters alliances, and dabbles in politics long enough might begin to build the web of influence associated with an Ambassador. For this reason, the Ambassador is the most common of the Stations, as any character who dabbles in Imperial politics for an extended period of time will eventually find it fortuitous to enter this Station. It is also the Station most commonly combined with other Stations. Obviously a Governor will find the added political influence useful. A clever Warlord will soon realize that such political power can be a boon on the battlefield — his enemy may find it difficult to field an army if none will ally with him, or if he cannot arrange supplies for his troops. Temple Keepers and Sensei are less likely to find this Station useful, though these combinations are not unheard of.

Several existing feats and skills give additional Station (Ambassador) Points as soon as they are selected.

TABLE 2-1: SKILLS & FEATS

Skill/Feat	Ranks	Additional Points
Skill: Diplomacy	10	+1
Knowledge (etiquette)	10	+1
Knowledge (nobility and royalty)	10	+1
Feat: Ichi Miru	—	+1
Leadership	—	+1
Political Maneuvering	—	+1
Skill Focus (Diplomacy)	—	+1

NEW FEATS



AFFLUENCE [GENERAL]

Your political influence has leant you a great deal of credit within your clan. Your superiors are prepared to supply you with whatever you require, so long as it benefits the clan.

Prerequisites: Cha 15+

Benefit: Once per session you may call upon a favor from your clan. This favor can take the form of any item worth up to your level times 500 koku, or half that amount in koku. Any material benefits of this feat (for yourself or your party) must be returned to your clan before this feat may be used again, or given as a gift to someone outside your party. You gain two Station (Ambassador) Points that may only be spent on gifts.

CONNECTED [GENERAL]

You are skilled at making and maintaining a network of alliances. Others know that if you cannot obtain something they seek, you most likely know someone who can.

Prerequisites: Charisma 15+

Benefit: Once per session, you gain a +5 circumstance bonus on a Charisma check. You gain two Station (Ambassador) points that may only be spent on allies.

MASTER OF THE COURT

You know the subtleties of politics, and are an expert in influencing others on your behalf.

Prerequisites: Station (Ambassador)

Benefit: You gain five Station (Ambassador) points.

Special: You may gain this feat multiple times.

HATAMOTO (PRESTIGE CLASS)

The hatamoto is an honored advisor to a samurai lord. Such individuals are expected to be well educated in the nuances of politics and current events, so that they may better protect their lord from public mishaps. It is a hatamoto's duty to smooth over any political disturbances left behind by the important decisions high ranking lords must make on a regular basis. The finest hatamoto find that their work is seldom noticed, though their lord may gain great glory and distinction for their actions. It is a role that rewards subtlety, tact, and intelligence.

Hit die: d6

Requirements: To become a hatamoto, a character must fulfill the following criteria:

Special: Station (Ambassador)

CLASS SKILLS

The hatamoto's class skills (and key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Games (Varies), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Etiquette, Law, Local, Nobility and Royalty) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Tea Ceremony (Wis). (See the *Player's Handbook* for skill descriptions. The Games, Research, and Tea Ceremony skills are described in *Rokugan*.)

Skill points per level: 6 + Int modifier

TABLE 2-2: THE HATAMOTO

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Influential, Station (Ambassador)
2nd	+1	+0	+0	+3	Skill Focus, Station (Ambassador)
3rd	+1	+1	+1	+3	Charismatic,

Weapon and Armor Proficiency: Hatamoto do not gain any additional Weapon or Armor Proficiencies.

Influential: A hatamoto may add double his level in this class to any social skill checks when he is speaking on behalf of his lord.

Station (Ambassador): At 1st level, the hatamoto gains three Station (Ambassador) points. The hatamoto gains an additional six Station (Ambassador) points at 2nd level and another nine points at 3rd level.

Skill Focus: At second level, the hatamoto gains the Skill Focus feat, which must be applied to one of his class skills.

Charismatic: Three times per day the hatamoto may add his Charisma bonus to any skill check, even a skill check that already uses his Charisma modifier.

Master of the Court (10 Experience points) You know the subtleties of politics, and are an expert in influencing others on your behalf. You gain 5 Station Points (Ambassador). This Advantage may only be purchased with Experience Points by characters that already possess the Ambassador Station.

HATAMOTO (NEW PATH)

Technique Rank: Any

Requirements for Entry: Station (Ambassador)

Path of Entry: Any

Path of Egress: Any (Must reenter previous school at appropriate rank)

(Information for starting characters in this Path)

Beginning Skills: Courtier, Etiquette, Heraldry, Sincerity, any three High Skills.

Beginning Honor: 2, plus five boxes.

Starting Outfit: courtier's fan, tanto, kimono, traveling pack, 5 koku, small iron box (all of Fine Quality)

Technique: Voice of the Empire — Hatamoto are skilled in representing the interests of their house in all ways. They gain 18 Station (Ambassador) Points. In addition, they gain a Free Raise on all social skill checks when speaking on behalf of their lord.

SKILLS & ADVANTAGES

Several existing skills and advantages give additional Station (Ambassador) Points as soon as they are selected.

TABLE 2-3: SKILLS AND ADVANTAGES

Skill/Advantage	Ranks	Additional Points
Skill: Courtier	5	+1
Etiquette	5	+1
Heraldry	5	+1
Advantage:		
Irreproachable	4	+1
Sacrosanct	—	+2

MODIFICATIONS TO EXISTING RULES

ADVANTAGES

Allies: Minor Ally gives you two Station Points (Ambassador) while Major Ally gives you four. These points may be spent only on allies, and may be combined with other Station Points to purchase a single ally.

NEW ADVANTAGES

Affluent (3 points) Once per session you may call upon a favor from your clan. This favor can take the form of any item worth up to your Rank times thirty koku, or half that amount in koku. Any material benefits from this feat (for yourself or your party) must be returned to your clan before this feat may be used again, or given as a gift to someone outside your party. You gain two Station (Ambassador) Points that may only be spent on gifts.

Connected (3 points) You are skilled in drawing upon the web of favors and influence that pervades the court. You gain two free Raises on a social skill check once per day. You gain two Station (Ambassador) points that may only be spent on allies.

WEB OF INFLUENCE

Whereas the benefits of a Governor or Warlord's Station are concrete, many of the benefits of being an Ambassador are subtle. An Ambassador's strength lies in the web of influence he creates, his ability to draw upon Rokugan's gift economy to benefit his clan, the allies he has cultivated, and the contingencies he has put in place to derail his enemies' plans. An Ambassador can spend his Station Points on gifts, allies, and contingencies.

One danger for the Ambassador is that few of his Station's Features are Permanent (Contingencies, in fact, are good for only a single use). An Ambassador who falls out of favor will quickly find his opportunities crumbling. Allies must be chosen wisely, for a vengeful enemy can eliminate the Ambassador's resources by limiting his allies. Of course, this is where contingencies prove useful.

GIFTS

Gifts represent craftsmen or artisans whom the artisan can draw upon to provide gifts or bribes. These individuals are generally not under the Ambassador's exclusive employment, but are servants of the clan who are instructed to aid him when they can. A gift resource also does not indicate a single artisan, but rather a friendly association with a group of such individuals, any of whom can provide what the Ambassador requires. Thus the Ambassador can draw upon their services once per session so long as he is in an area where his clan has a significant presence. When dispatched to hostile territories

as an emissary, the Ambassador may be provided an entourage that contains such an artisan.

If the Ambassador treats the artisans poorly they will cease to aid him. Likewise, if he hoards their gifts for himself, his clan will notice his greed and cut off this resource until he begins to act appropriately again. The GM should use his discretion and step in if resources are abused — a troubled Ambassador who often visits his poets so that their verse can soothe his troubled soul is likely not an issue, while an Ambassador who stockpiles spears from his weaponsmith to outfit an army to depose his lord should not benefit from his resources any longer.

GIFT TYPE

Each gift is defined as a good or a service. Goods can be transported to the Ambassador even if he is not in a location where his clan's artisans are normally accessible, and transportation of the gift is included as part of the gift resource. Naturally, the gift still takes time to arrive and the courier may be waylaid along the way if the route is dangerous. For a service to be given, the artisan must be brought to the recipient. This means the recipient must be in the same general location as the artisan — few respected clan artisans will accompany an Ambassador to the Kaiu Wall on a whim. Most Ambassadors employ both types of gift resources, as while goods are easily portable, few things are as impressive as an exclusive kabuki troupe performance or a personalized poetry reading. Multiple gifts of the same type may be purchased, allowing the Ambassador to draw upon multiple gifts of the same type in a single session.

GIFT QUALITY

All resources are measured in terms of quality. Gift giving is a complex art in Rokugan, and a poorly chosen gift can doom an Ambassador as surely as a poorly trained army can doom a Warlord. The choice between a single type of highly skilled artisan and a variety of lesser quality artisans (thus able to suit a variety of tastes) is an important choice that the Ambassador must make.

Poor — A poor quality gift is worse than nothing. The resources provided by such a craftsman are of obvious inferior quality. Most samurai would rather give no gift at all and accept the small embarrassment than insult a host in such a way. Of course, a true master of the court realizes that the proper insult often has its benefit, and will intentionally employ a clumsy craftsman to provide shoddy gifts for an enemy. Caution and discretion are advised.

Items produced by such a resource are Poor Quality.

Items produced by such a resource impose a -2 circumstance penalty to relevant rolls or checks.

Average — Such gifts are completely average and ordinary in every way. They will satisfy the need for a gift, but will not particularly impress the recipient unless he is easily satisfied.

Fine — These gifts are of surpassing quality and leave a lasting impression. Simply having access to such artisans is a badge of accomplishment for an Ambassador, and gives him certain bragging rights. Even a poorly chosen gift is unlikely to be denied if it is of this level of quality. On the downside, such fine craftsmanship takes time, and the services of talented actors and geisha are much in demand. Thus, such a resource can only be drawn upon once every three gaming

sessions. While a clever Ambassador could take advantage of this resource and stockpile gifts in advance, such gifts are unlikely to reflect the personal attention that often impresses a receiver. In addition, the Ambassador risks appearing greedy for hoarding the fruits of the craftsman's labor. Obviously services cannot be stored up in advance.

GIFT TYPES

Actor (service) The Ambassador can provide a troupe of skilled actors to provide a single performance in kabuki or noh style. Alternately, this gift can provide a single jester to haunt the courts. Remember that Rokugani jesters tend to be somewhat darker and more sardonic than the wacky jesters of Western courts, and can easily offend a host who takes himself too seriously. Cost: Poor (1 point), Average (2 points), fine (5 points)

Armorsmith (goods) The Ambassador can provide pieces of armor. Armorsmiths are in great demand, thus their time is of greater value than many artisans. A single gift provides a kabuto or armored glove. Fifteen gifts provide one full suit of armor. Two extra gifts are required make the armor customized to a specific recipient (bearing his personal mon on the do, etc). Multiple armorsmiths may be employed by a single Ambassador (or multiple Ambassadors) to provide the gifts necessary to create a single suit of armor, though the final quality of the suit will be that of the least skilled artisan providing the gifts. This gift costs one less point for a Crab Ambassador. Cost: Poor (1 point), Average (4 points), Fine (6 points)

Bard (service) The Ambassador can call upon a historian to recount the recipient's lineage and the well-known deeds of his ancestors. Keep in mind that not all samurai have proud histories and not all ancestors are the sorts of people their descendants wish to be reminded of. Despite this, this service carries a personal touch by its very nature and seldom fails to impress. This gift can also be used to draw known information about a samurai's family for the Ambassador's personal use, and that Fine quality bards might have information not generally known. Note that a Poor quality bard sometimes incorrectly recounts important details. Poor (1 point), Average (2 points), Fine (4 points)

Calligrapher (goods) While excessive gift-giving might be viewed as shameful, an Ambassador can easily sidestep this taboo by turning each of his personal messages into a beautiful gift. If combined with a poet, herald, or painter, even average gifts can be quite impressive. This gift costs one less point for a Phoenix Ambassador. Cost: Poor (1 point), Average (2 points), Fine (3 points)

Cook (goods / service) Each Great Clan has a specific cuisine all its own. This gift is assumed to provide food in the style typical of the Ambassador's clan, though for an extra Station Point a cook can also specialize in the style of another clan (useful for impressing exotic Unicorn and Mantis tastes). This gift can either provide portable foodstuffs (goods) or exotic dishes (services) prepared on the spot that provide as much entertainment as sustenance. Cost: Poor (1 point), Average (2 points), Fine (4 points)

Farmer (goods) The gift of raw foodstuffs can often be seen as crass, as most samurai can provide for themselves. Of course such gifts are still extremely useful in maintaining the loyalty of peasant followers, or as a sincere offer of aid ally in need. The quality of the farmer indicates the volume that can be produced with a single gift. A poor farmer can offer a half koku of rice as a single gift. An Average farmer can provide

a single koku. A Fine farmer can provide ten koku. This gift costs one less point for a Crane Ambassador (minimum 1 point). Cost: Poor (1 point), Average (2 points), Fine (3 points)

Geisha (service) Experts in the art of song, dance, and conversation, talented geisha are a rare and valued commodity. This gift costs one less point for a Scorpion Ambassador. Cost: Poor (2 points), Average (4 points), Fine (6 points)

Ikebana (service) The art of flower arranging is a spontaneous and beautiful thing, though it is more deeply appreciated among clans with more refined tastes, such as the Crane, Phoenix, and Scorpion. Ikebana arrangements do not last long and cannot be easily moved without destroying their beauty, thus this counts as a service rather than goods. Cost: Poor (1 point), Average (2 points), Fine (4 points)

Origami (goods / service) Another Rokugani fine art, Origami is popular among both peasant and samurai alike for its cunning simplicity. Origami counts as both goods and a service, as the art of creating origami can be quite entertaining to watch. Origami is usually quite fragile, and should be transported with care. Cost: Poor (1 point), Average (2 points), Fine (4 points)

Painter (goods) Rokugani painting is stylized and fluid, favoring nature motifs and depictions of historic figures. As a gift, painting is favored for its flexibility — if an Ambassador knows the recipient's tastes then he can commission a painter to depict a topic they will find favorable. A Fine painter implies not only that the Ambassador has access to an actual painter, but also access to previously produced works of art possessed by his clan. It is traditional for a samurai to add his own chop to a painting upon obtaining ownership of it, and many paintings are as famous for their previous owners as for the quality of the work. Cost: Poor (2 points), Average (4 points), Fine (7 points)

Philosopher (service) It is the duty of all samurai to seek enlightenment, each in their own fashion. This gift grants the Ambassador access to a temple or monastery, allowing him to call upon the Brotherhood's wisdom. While the teachings of a learned monk can be an impressive gift, this is also a gift Ambassadors frequently bestow upon themselves. A life in the courts can be quite difficult, and few can survive long on such a perilous battlefield without seeking guidance. Poor quality monks are often ill-trained or intolerant. Fine monks possess true wisdom, and if heeded may bring those who consider their teachings some measure of enlightenment, or at least peace of mind. This gift costs one less point for a Dragon Ambassador. Cost: Poor (1 point), Average (3 points), Fine (5 points)

Poet (goods / service) The art of the haiku is extremely popular throughout the Empire. Even the Crab, who normally spurn the more cultured arts, frequently make games of composing spontaneous haiku (though Crab haiku tends to be a bit more bawdy than most). Much like painting, poetry is quite versatile in that it can be customized to the recipient's tastes. As goods, poetry suggests a written composition (and is particularly impressive if combined with calligraphy). As a service, the poet personally appears and composes a poem on the spot. Poor quality poets sometimes fail to compose a haiku spontaneously, failing to find inspiration. Cost: Poor (2 points), Average (4 points), Fine (7 points)

Sculptor (goods) A sculpture gift produces a small sculpture such as a netsuke, usually worn as jewelry, crafted of wood or stone. Two gifts can produce a larger item, up to the size of a head. Six gifts can produce a full size sculpture of a human figure. Doubling the number of gifts can allow the sculpture to be produced in metal or semi-precious stone (small gifts

only). Quadrupling the number of gifts allows it to be produced in a valuable metal such as gold or silver, or in precious stones such as diamond or jade (small gifts only). Cost: Poor (2 points), Average (4 points), Fine (6 points)

Tailor (goods) Much like cooking, each clan has its own particular fashions and an Ambassador's tailor reflects the styles of his clan. An additional point spent on this gift provides a tailor with sufficient talent to reproduce the styles of another clan. This gift can provide a simple kimono, hakama, obi, or other basic piece of clothing. Two gifts will provide a specifically tailored piece of clothing, but counts as a service (as the recipient must be measured). An additional gift can be used to add customization to the final work, such as a clan mon or specific stylization. Multiple tailors may be employed by a single Ambassador (or multiple Ambassadors) to provide the gifts necessary to create a single piece of clothing, though the final quality of the clothing will be that of the least skilled artisan participating. This gift costs one less point for a Mantis ambassador. Cost: Poor (2 points), Average (4 points), Fine (6 points)



Weapon-smith (goods)

The Ambassador can provide weapons. Weaponsmiths are in great demand, thus their time is of greater value than many artisans. A single gift provides a small weapon, such as a tanto. Four gifts provide a larger weapon, such as a wakizashi or yari. Twenty gifts are required for a katana or no-dachi. Two extra gifts are required make the weapon customized to a specific recipient (bearing his personal mon on the tsuba, etc). Multiple weaponsmiths may be employed by a single Ambassador (or multiple Ambassadors) to provide the gifts necessary to create a single weapon, though the final quality of the weapon will be that of the least skilled artisan participating. This gift

costs one less point for a Crab Ambassador. Cost: Poor (1 point), Average (4 points), Fine (6 points)

ALLIES

Part of being a successful Ambassador is having friends in high places. When one's web of influence is in place, friends might appear in the most surprising locations. This Feature is not intended to replace the character cultivating allies directly through role-playing, but represents useful allies gained indirectly through the character's actions.

For example, the courtier might have performed an innocuous favor, expediting travel papers for some low-ranking Dragon bushi. That Dragon's uncle, an Emerald Magistrate, is impressed by how the

Ambassador aided his nephew (saving him the trouble of doing so) and becomes willing to aid the Ambassador in minor ways.

Allies are considered either Minor Allies or Major Allies. These descriptors are in no way whatsoever

indicative of the ally's own relative importance in Rokugani politics, but rather how willing they are to help the Ambassador. A Minor ally is merely favorably disposed. He is willing to provide information, grant safe passage through his

lands, or put in a good word for the Ambassador with his acquaintances. Minor Allies are unlikely to come to the Ambassador to aid him unless it is convenient or mutually beneficial for them to do so. A Major Ally is personally dedicated to the Ambassador. They are willing to take greater risks on the Ambassador's behalf. These characters will come to the Ambassador's aid if he is in trouble, or journey to where he is if their assistance is required.

The disadvantage to purchasing an Ally with Station Points rather than forming an alliance directly through role-playing is that the Ambassador does not decide the specific identity of

the Ally. In most cases, the Ambassador can at least choose the clan and family of the Ally, the specific individual is always chosen by the GM, and may or may not be someone the Ambassador has even met before (though obviously the Ally will know the Ambassador at least by reputation).

Minor Allies are relatively inexpensive Features, but keep in mind that alliances must be maintained. If the GM feels that you have been abusive, disrespectful, or inattentive toward your allies, these Features may be lost. A Major Ally may become a Minor Ally, be lost altogether, or even become an enemy. Ally Features are not intended to replace role-playing a high-ranking courtier, but simply to help represent more of the indirect relationships forged through politics (relationships that must be actively nourished to remain productive).

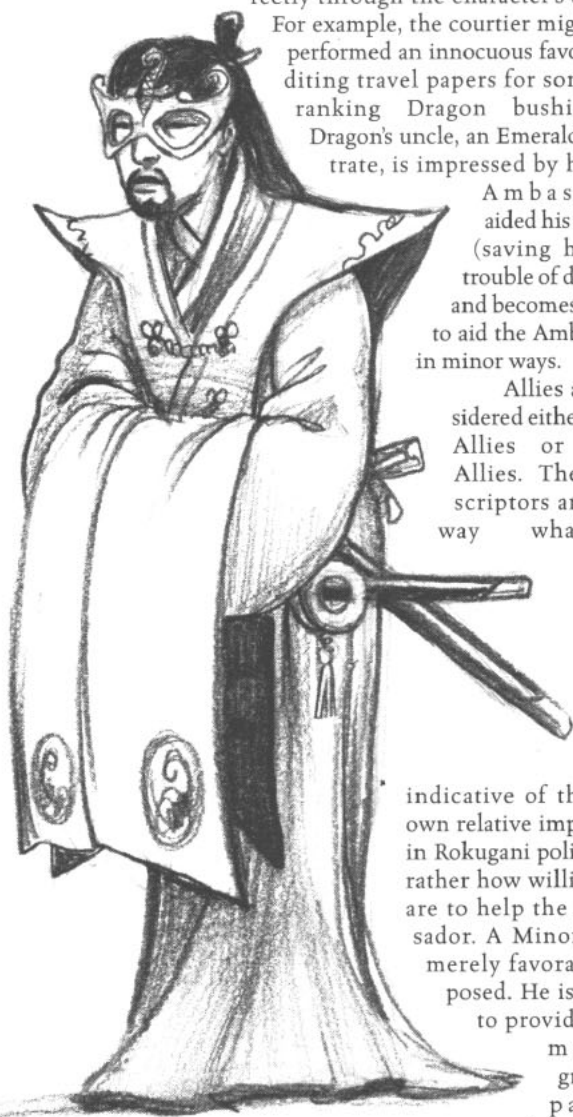
No Ally Feature is Permanent. Allies make their own decisions, and can be convinced to no longer assist the Ambassador due to outside influences (or the Ambassador's own foolishness). For two extra Station Points, an Ally Feature is extended to that Ally's immediate family or friend. Should such an Ally perish unexpectedly, the Ally Feature will be transferred to someone close to the deceased individual. This individual may not serve the same purpose as the previous ally, but should be generally as useful. In the above example, the helpful Dragon Magistrate is unexpectedly waylaid by bandits, however his sister, a Mirumoto Swordmaster, visits the Ambassador to share her mutual grief and promise that he will aid her brother's friend in any way possible.

Bureaucrat — The Empire is steeped in tradition, and all things must be carried out with the proper attention to detail. In some cases, this means a large amount of paperwork. A bureaucrat Ally is a scribe, librarian, or low-ranking magistrate whose duty it is to see that such papers are in order. As an ally, this character can help obtain the necessary legal papers for travel or shipping, track others who have recently obtained such paperwork, research Imperial Law, or verify heraldic records. These Allies generally live in large cities, where they can access the archives that make them such useful allies. A Major Ally of this nature is willing to bend the occasional law for the Ambassador, perhaps even forging the occasional document or allowing access to restricted archives. Cost: Minor (1 point), Major (5 points).

Clergy — This Ally is either a shugenja or monk with a position in a prominent temple. This individual not only provides advice and spiritual guidance for the Ambassador, but can also keep him updated on events within Rokugan's clergy. If convenient, he will also preside over ceremonies on the Ambassador's behalf, providing his blessings. A Major Ally might travel great distances to provide his blessings at the Ambassador's request, or even temporarily lend him magical artifacts if he is in great need. Cost: Minor (1 point), Major (6 points).

Duelist — This ally is a talented swordsman, an expert in the art of the single-strike duel. A duelist is of little use as a Minor Ally, unless the Ambassador merely seeks an expert on the art of swordsmanship. As a Major Ally, the duelist can and will second the Ambassador in a duel should he be challenged. Cost: Minor (1 point), Major (4 points for a Rank 1 duelist, plus 2 points for each additional Rank; duelist cannot be higher rank than the Ambassador's Insight Rank plus one).

Explorer — When this ally is chosen, the Ambassador may select any Great Clan's territory, the Shadowlands, or the lands of a single gaijin nation. The explorer has visited the area in question and knows it in some detail. A Minor Ally can provide information about the area in question. A Major Ally will undertake expeditions into this area on the Ambassador's



behalf, possibly retrieving artifacts in question from that area for the Ambassador. Keep in mind that knowledge of the Shadowlands and foreign lands is limited, even to explorers, thus sending one's allies into such hostile territory can be dangerous. Cost: Minor (1 point), Major (4 points).

Imperial Family Member — Having friends in high places can be quite useful. This Feature represents an ally in the Seppun, Otomo, Miya, or Toturi families. As a Minor Ally, this Feature merely provides a useful correspondent, a friend to help keep abreast of events in the Imperial City. For Ambassadors who enjoy name-dropping, being able to call upon an Imperial Family member friend can be impressive in the right social circles. As a Major Ally, an Imperial Family member can provide invitations to the Imperial City and the Emperor's Winter Court. Cost: Minor (2 points), Major (5 points).

Informant — An informant is an Ally who keeps collects information, and provides that information discreetly to the Ambassador. Discretion is key for an informant — an informant's existence should be kept secret, for if his actions should be exposed his usefulness as an informant will be void, and other informants will be unlikely to aid the Ambassador in the future. An informant is not a spy. An informant does not actively seek information, he merely goes about his duties and keeps his ears open for anything useful, most likely in the role of a servant or other often overlooked party. Thus an informant takes less risk than a spy, but is also less likely to find information that is directly useful for the situation at hand. A Minor Ally of this nature will seek some sort of compensation for his aid. A Major Ally aids the Ambassador out of personal loyalty. Cost: Minor (2 points), Major (4 points).

Investigator — An investigator is a magistrate, Witch Hunter, or merely a fellow courtier with a healthy curiosity. This person makes it their duty to publicly investigate the unknown, resolving mysteries and solving crimes. A Minor Ally of this nature can provide information about his investigations so long as it does not interfere with his duties, or help the Ambassador with an investigation if it is convenient. A Major Ally will undertake investigations on the Ambassador's behalf, or help prove the Ambassador's innocence should he be falsely accused of a crime. Cost: Minor (1 point), Major (4 points).

Merchant — A merchant Ally is the leader of a caravan, shipping operation, or other large mercantile operation. This individual will act as a go-between for an Ambassador, helping him trade for valuable goods and services (for a slight fee, of course). While a single merchant ally can be useful in mitigating the Station Point cost of gifts (simply purchase a single merchant to obtain whatever gifts you require) the merchant may not always have what the Ambassador is seeking, or simply might not be available when he is needed (merchants travel a great deal). A Minor Ally is willing to help the Ambassador legally obtain what he seeks, if the price is right. A Major Ally will give the Ambassador a good deal on any commodity, and may be willing to seek out rare or even illegal goods. Cost: Minor (3 points), Major (6 points).

Ronin — Never underestimate an Ally who is not unbound by the duties of a samurai. Though they are samurai with no social standing, ronin can travel anywhere, fading into the background with little difficulty. A skilled ronin makes an excellent spy, informant, or mercenary and will show great loyalty in hopes of someday acquiring fealty from the Ambassador. The downside of such a flexible Ally is that a ronin is always at risk wherever he goes, for though they are unbound by samurai law neither are they protected by it. In addition, many samurai will look down upon the Ambassador

if he is known for consorting with ronin. A Minor Ronin ally will not risk his life for the Ambassador, and will seek compensation for his aid. A Major Ronin ally is willing to perform more daring missions, though his loyalty may fade if he is not compensated. Cost: Minor (1 point), Major (5 points).

Spy — Spies are among the most valuable and dangerous tools an Ambassador can call upon. A spy is an individual who will seek out specific information on the Ambassador's behalf. A Minor Ally of this nature will take fewer risks in the course of his duties, such as following an individual to see where he might be going or questioning locals as to someone's activities. A Major Ally might perform more daring feats, such as breaking into the target's home or stealing personal documents for the Ambassador. Any sort of spy will require compensation for the risks they have taken. Use of a spy is a dishonorable act, except among the Scorpion Clan, who view it as a necessary weapon in their political arsenal. Cost: Minor (3 points), Major (7 points).

CONTINGENCIES

All good politicians have a backup plan. Contingencies are single-use Features that the Ambassador can call upon at will. The results of activating a contingency are not always entirely predictable, and directed by the GM's whim. Activating a contingency during a crisis should never solve a problem completely, but it should give the Ambassador enough breathing room to find a solution.

Much like allies, contingencies should not replace role-playing, but supplement it. A courtier character is assumed to carry on many conversations and meetings that are not always covered "on screen" during a gaming session, and contingencies represent how his unspoken actions might be drawn upon to find leverage in a critical situation. The method in which a contingency might used to be solve a problem might not always be apparent, and both players and GM's should be creative when using them.

For example, Bayushi Mikoto, a talented Scorpion Ambassador, finds that he has been accused of a crime he did not commit. He has a Blackmail contingency in reserve, so he activates it. The GM reveals that in a conversation several weeks ago, Mikoto heard that Seppun Tanaka was seen leaving a house of ill repute early one morning. Tanaka is the yoriki of the magistrate ordered to arrest Mikoto. Mikoto threatens to make Tanaka's indiscretions public knowledge unless Tanaka gives him a chance to prove his innocence. Tanaka delays his lord with some trivial matters, attending to a bandit gang on the other side of town instead of dealing with Mikoto right away. The distraction is only temporary, but Mikoto now has the time he needs to get to the bottom of his real problem.

Blackmail — When used, you recall a piece of minor blackmail related to someone involved in the crisis at hand. This piece of information is not suitable leverage for ongoing extortion against the individual in question, but may intimidate them into assisting you in some manner if used properly. Cost: 2 point.

Good Reputation — This simple contingency simply insures that someone in the area knows of your reputation, and has heard good things about you. Perhaps this individual was legitimately aided by you in the past, or perhaps they are merely a shill on your payroll. When in doubt, it's always nice to have a stranger step forth as a character witness. Cost: 1 point.

Hostage — It is a regular practice in Rokugan for allied houses to exchange hostages, samurai who will train in the house of another clan to cement a promise of peace. When used, you recall that a member of the clan in question is currently a hostage in the house of your own clan. If you are desperate, you might be able to force that individual's kinsmen to aid you to secure the well-being of your hostage. Caution is warned — though this can be a powerful tool, such threats are not taken lightly and may lead to war. This contingency may not be used against clans with which your clan is currently at war (all hostages are dismissed or killed upon the outbreak of war with their clan), against members of your own clan, or against those who are ronin or non-samurai. Cost: 3 points.

Look-alike — You have a particular acquaintance that resembles you so greatly that they can pass for you except under close investigation. This can serve to grant you an alibi when you require one. Your look-alike might come to you at a later time, asking you to perform the same service for him in return. If you do so, you regain another use of this contingency. Cost: 4 points.

Messenger — When activated, you reveal that you have left word with a messenger, intending him to return to your household (or perhaps a fellow party member or other party) and summon help if you have not signaled him by a certain time. This time is when the contingency is activated. Alternately, this messenger might deliver other information that you could believably have passed on to him (like the identity of the parties that you have suspected might kidnap you, etc.) Cost: 1 point.

Safehouse — When activated, you reveal that you are secretly the owner of a secluded safehouse somewhere in the immediate area. This safehouse will provide reasonable protection, food, and fresh water, allowing you and up to six others to lie low for a week. This contingency can be activated in secluded areas, but not in completely unpopulated areas such as the Shinomen Forest, Shadowlands, or Burning Sands. This contingency is unique in that the safehouse may be reused at a later time, but once this contingency is activated the location is permanently decided. Cost: 3 points.

Unseen Ally — When this contingency is used, it can be transformed into a single use ally (major) of a type of your choosing. Essentially someone who owes you a favor chooses an opportune time to repay that favor. Cost: 2 points.

COURTLY EVENTS

A samurai has a life beyond the battlefield. Courtly intrigue can bring an exciting edge to any campaign, as the characters struggle not only against enemies who move openly with drawn weapons, but against those who move with more subtlety, using manipulation and eloquence to destroy their entire reputation.

The higher level of Rokugani politics may have an air of luxury and decadence, but the courts are a deadly place, and darker fates than death await those who fail on this battlefield. A clan that falls out of the Emperor's favor stands helpless against its enemies, bereft of all enemies. A clan with the Son of Heaven's blessing is invincible.

The courts are a complex place, with countless plots and schemes unraveling at all times, most of which will likely

have nothing to do with the player characters and their own objectives. Even so, it is not unusual for innocent bystanders to become embroiled in the activities of a powerful courtier, or for the player characters' objectives to accidentally cross paths with some other plan set in motion. For these reasons this set of random tables is provided, a selection of random complications that can make life in the courts more interesting. This table need not be exclusive to the lives of Ambassador characters, but certainly makes the life of an Ambassador a deal more complicated. All rolls should be made by the GM, as some can be somewhat surprising.

COURTLY EVENTS TABLES

TABLE 1 (ROLL 1d10)

- 1 — Attack (See Table 2)
- 2 — Bad Fortune (See Table 3)
- 3 — Ceremony (See Table 4)
- 4 — Curiosity (See Table 5)
- 5 — Good Fortune (See Table 6)
- 6 — Message (See Table 7)
- 7 — Mixed Blessings (See Table 8)
- 8 — New Arrival (See Table 9)
- 9 — Opportunity (See Table 10)
- 0 — Rumor (See Table 11)

TABLE 2 — ATTACK (ROLL 1d10)

The peaceful life of politics suddenly shows its darker side.

1–2 — Assassination (bystander) — By pure chance the character witnesses an assassination attempt on a fellow member of the court. If he successfully acts to save this individual, you gain three points of Honor and a Minor Ally (the individual you have rescued). If the character takes no action to save the victim, he loses five boxes of Honor but may potentially blackmail the assassin at a later time if identified.

3–4 — Assassination (enemy) — An assassin is sent by an enemy to dispatch the player character. This may not necessarily be in retribution for anything the character has done. It may be a strike against his family or an attack from one of his ally's enemies, attempting to prevent the character from coming to their aid. Depending on the reasons for the attempt, escaping or overcoming the assassin may lead to future attempts, or it may cause your enemy to back off and seek easier prey.

5–6 — Assassination (wrongful) — An assassin sent to strike at another individual comes after the player character by mistake. A later attempt will be made to assassinate the intended target unless the character can get to the bottom of the situation. If the character chooses to involve himself, the assassins may make another attempt (on purpose this time) to end the interference.

7–8 — Challenge (issued) — A duelist steps forward and challenges the player character to a duel. This likely has nothing to do with the character personally, but is part of a family rivalry. If the character accepts the challenge and triumphs, he gains Glory in the usual manner. The challenged party may determine the form the duel will take.

9–0 — Challenge (provoked) — A known duelist insults the character's honor before the court, hoping to provoke you into challenging him to a duel. As in the previous case, this likely has nothing to do with the character personally, but rather the culmination of some ongoing greater rivalry. Beware should a challenge be made that the challenged party will determine the form the duel will take (and thus has the advantage). The winner of the duel gains Glory in the usual manner.

TABLE 3 — BAD FORTUNE (ROLL 1d10)

A stroke of random bad luck ruins the usual rhythm of the court. Of course, even bad fortune can become good fortune if approached in a creative manner.

1–2 — Bad weather — A terrible storm, blizzard, or other natural event occurs, preventing all safe travel from the current location until it passes. This can be extremely frustrating if quick communication or travel beyond the household becomes a necessity.

3–4 — Bloodshed — An argument breaks into violence, and the death of one party (most likely taking the form of a duel — GM's option whether the duel was legal). Neither of the parties involved necessarily have any involvement with the player characters, though of course they may choose to involve themselves if they feel the duel was illegal, or if they simply wish to congratulate the victor.

5–6 — Theft — An item of great value is stolen from the household. The player characters are not responsible, of course, but any subtle plans they may have had in the works may need to be put on hold as the guards begin to patrol the household with greater alertness. Alternately, the player characters may choose to independently investigate the theft to gain their host's favor.

7–8 — Illness — A prominent member of the household — the host or one of his direct relatives — falls seriously ill. Courtly activities slow to a crawl as the host retreats to deal with the crisis. Player characters with medical skills may hope to gain favor by aiding the sick individual.

9–0 — Public Shame — A member of the household is publicly shamed by another guest (GM's option whether the shame is genuine or the target is simply being slandered). Normal practice in this situation is to distance oneself from such an outburst, though the player characters may choose to defend the person in question, or perhaps even join in heaping shame upon them.

TABLE 4 — CEREMONY (ROLL 1d10)

Ceremonies are an important part of the court, and often even the most important plans and preparations must be set aside for the sake of tradition. Note that these events are rarely a surprise; most courtiers who are aware of upcoming events will know that these are approaching and can plan accordingly. Thus if this result is produced, the event should not occur right away.

1–2 — Festival — Rokugan celebrates numerous festivals, and powerful lords have been known to introduce new ones to celebrate joyous events. All notable guests will be expected to participate in the festivities in some manner, giving the player characters an opportunity to socialize and prove their wit.

3–4 — Funeral — An important member of the household has died, and most of those present have set aside their petty desires for a time. If the player characters knew the deceased, a sincere show of grief would be honorable. Otherwise, they should be expected to pay their respects and leave the house to its mourning.

5–6 — Gempukku — A young member of the household is undergoing his gempukku ceremony. If the player characters are well liked by the youth's family, they may be invited to attend.

7–8 — Visiting Dignitary — A high ranking guest arrives in the household. All members of the court are summoned to pay their respects to this visitor. To not appear will be considered a public snub (though the player characters would be free to carry out any shady dealings they may be planning while the court is occupied), while an impressive greeting might gain the favor of this important new player.

9–0 — Wedding — The marriage of a member of the host's family will soon occur in the house. This is a very important moment both for the married couple and their families, as it is the basic building block in Rokugani alliances. That the wedding proceeds smoothly will be the primary concern of all those in the household for some time.

TABLE 5 — CURIOSITY (ROLL 1d10)

A completely random event alters the course of the court.

1–2 — Enlightenment — A monk from the Brotherhood of Shinsei visits the court, dispensing riddles and wisdom to all who will listen. For pious characters, this presents an opportunity to learn more about the path of enlightenment. For schemers, the presence of such an unusual visitor may provide a suitable distraction to carry out whatever plans they may have.

3–4 — Intruder — The alarm is raised as the servants discover signs of an intruder in the lord's house. This intruder might be a thief seeking a treasure, a ronin merely needing a roof over his head for the night, or even a Nezumi looking for something to eat.

5–6 — Mistaken Identity — A visitor to the court mistakes the player character for someone else of importance.

7–8 — Prophecy — A shugenja of the house reveals an omen of the future. This may be minor, involving a small quest to bring blessings upon the house, or an omen of some major impending disaster. The omen is not necessarily accurate, and if it is accurate, the other members of the household may simply ignore it.

9–0 — Supernatural Event — The player character witnesses a ghost or other spirit creature passing through the halls of the lord's home. This is most likely just a restless ancestor, though some details of the house's history might be retrieved from it.

TABLE 6 — GOOD FORTUNE (ROLL 1d10)

Things take a turn for the better.

1–2 — Blessing — A kind-hearted shugenja takes a moment to bless the player character, favoring him with the effects of a useful spell of the GM's choice. The player character should make the best use of this blessing while it lasts.

3–4 — Gift — The player character receives a gift from a fellow member of the court, attempting to curry his favor for whatever reason.

5–6 — Invitation — The lord of the house invites the player character to participate in some activity with the ranking members of the court. This should be an activity which complements the character's skills (hunting for an archer, a poetry contest for a skilled poet, etc.)

7–8 — Scorn — One of the player character's rivals or enemies makes some error that results in disdain from the court. This is only a minor setback, but the player character may choose to capitalize on it.

9–0 — Visiting family member — A friendly family member also visits the household. This character is willing to help the player character in his objectives if aided in return.

TABLE 7 — MESSAGE (ROLL 1d10)

Many political gambits are carried out through correspondence; it is not unusual for a courtier to regularly carry on several such communications at once.

1–2 — Ally — One of the character's allies sends a friendly letter (or an ally of the family if the character has none). The character should reply to ensure a good relationship.

3–4 — Enemy — One of the character's enemies (or an enemy of the family if the character has none) sends a polite but abrasive letter, informing the character of his recent accomplishments (in other words, bragging).

- 5-6 — **Family** — One of the character's immediate family members sends a letter detailing recent events at home.
- 7-8 — **Lord** — The character's master sends a letter requesting an update on the character's progress.
- 9-0 — **Invitation** — The character receives an invitation to attend the court of another samurai. These invitations are quite common and are generally not expected to be immediately embraced, but are merely a peaceful gesture between two houses. At any rate, the character may visit the house hold in question at some point in the future if he so chooses.

TABLE 8 — MIXED BLESSINGS (ROLL 1D10)

Some events are fortuitous, others ominous and some are both.

- 1-2 — **Awkward gift** — The character receives a gift from a well meaning ally. Though the gift is sincere, it is somehow awkward, inconvenient, or distasteful. Perhaps it is an unattractive sculpture, a sample of cuisine that the character can't stand, or just an ugly gift. To accept the gift with honor will provide one point of Honor.
- 3-4 — **Long-winded storyteller** — The character is targeted by a respected member of the court, who chooses to regale him at length with uninteresting tales of his exploits. The story-teller might prove a useful ally later if the character can withstand the boring, time-consuming barrage.
- 5-6 — **Mysterious death** — One of the player character's rivals dies a mysterious death. While this removes a potential enemy, the death may cast suspicion on the player character (as well as the possibility that whoever eliminated his rival may kill again).
- 7-8 — **Unenviable duty** — The character is invited by the lord of the house to undertake a distasteful task, such as escorting his spoiled children on a picnic or visiting a distant shrine to present a gift to the presiding monk. While time consuming and annoying, to perform this task dutifully might garner the lord's respect.
- 9-0 — **Unseemly Love** — A member of the court privately professes his or her love to the character. The party in question is already betrothed or married to another, so to pursue the relationship would be dishonorable. Does the player character do the honorable thing and risk his spurned lover's wrath, or does he turn this person's misguided affections to his advantage?

TABLE 9 — NEW ARRIVAL (ROLL 1D10)

A new player arrives in the court, potentially providing new opportunities or new obstacles.

- 1-2 — **Ally** — An ally of the character, or perhaps of his family, arrives at the court. This visit has nothing to do with the character's presence, though his appearance may prove fortuitous.
- 3-4 — **Enemy** — An enemy of the player character, or perhaps of his family, arrives at the court. This visit has nothing to do with the character, though his appearance may cause complications.
- 5-6 — **Imperial personage** — An important member of the Imperial families arrives. The mood of the court changes dramatically as all high ranking courtiers shift their activities to curry the favor of this individual.
- 7-8 — **Relative of the host** — An important relative of the lord of the house arrives. The lord focuses all his attention upon making this individual welcome in his home — those who would seek the lord's favor would be wise to do the same.
- 9-0 — **War hero** — A respected war hero arrives in the court. His arrival has nothing to do with the character, though a friendship with a living legend can bolster any politician's standing.

TABLE 9 — OPPORTUNITY (ROLL 1D10)

All opportunities carry the opportunity for great rewards, along with the chance of great risk. The risk can be avoided by ignoring the opportunity, but then the rewards will be missed as well.

- 1-2 — **Betrothal** — An important member of the court seeks a marriage arrangement for his daughter. If the player character can secure this arrangement (for himself, a party member, or some family member) then he will gain an important alliance for his clan (as well as a possible increase in Status, depending on the spouse). Of course, competition for such arrangements can be fierce, the responsibilities of marriage completely aside.
- 3-4 — **Courtly Game** — The character is invited to participate in a game of go, kemari, or a simple test of wits against another courtier. Success will guarantee admiration, while failing will prove public weakness.
- 5-6 — **Information** — A neutral party requests seemingly innocuous information on one of the player character's allies. Does the character provide this information, possibly gaining a new ally, or does he refuse, wary of assisting a potential enemy of an ally who has already proven himself?
- 7-8 — **Temporary alliance** — One of the character's rivals suggests a temporary alliance, uniting their resources against some mutual enemy (most likely combining knowledge so that they might shame or publicly undermine the competitor). Does the character trust one enemy to remove another?
- 9-0 — **Witness of dishonor** — The character risks an important member of the household performing a shameful act, but is not seen. This could be potentially useful black mail, if the character is underhanded enough to make use of his knowledge.

TABLE 10 — RUMOR (ROLL 1D10)

Rumor is the lifeblood of the court, and the truth of a rumor is generally of little concern if it is entertaining enough. The following rumors might be heard in the court about nearly anyone, perhaps even the character himself.

- 1-2 — **Illness** — A member of the court, likely one who has not appeared in some time, is rumored to be sick.
- 3-4 — **Indiscretion** — A member of the court is rumored to be carrying on an indiscreet affair with another member of the court.
- 5-6 — **Leaving** — A member of the court will be leaving soon, perhaps due to promotion or just another mission from his lord.
- 7-8 — **Shame** — A member of the court is harboring a secret shame, such as opium addiction, associating with ronin, or some other unseemly obsession.
- 9-0 — **War** — A member of the court is rumored to be a warmonger, here either seeking allies for a war in the works or seeking to provoke the lord of the house into overt conflict.

USING THE AMBASSADOR (AND OTHER POLITICAL CHARACTERS) IN YOUR CAMPAIGN

The Ambassador Station can be an intriguing addition to a campaign. Campaigns based heavily in the Shadowlands, or focusing a great deal more on combat than political interaction, might have difficulty finding a place for an Ambassador. Even so, this does not mean that such a character is without its benefits. A cunning statesman can alter the course of an entire war by building alliances, turning public opinion against the enemy, or using propaganda to boost morale and shame the enemy. Even a battle against the Shadowlands needs a few courtiers, as the Crab armies must regularly seek supplies to fund their defense from outside sources, and someone must act as a go-between.

That said, a purely political character can still present a number of problems in a game. What does this character do when fighting breaks out? Why would such a character even choose to involve himself in such activity? Why would the character's clan allow him to risk himself in this manner? Most dedicated courtiers are highly trained specialists, too valuable to their clan to risk in direct combat. If the courtier sits out every battle, what will the player do in the meantime? Alternately, when the campaign takes a more political turn, what can the more specialized bushi and other combat characters do to contribute? In either case, players might feel bored and left out. There are a number of ways to mitigate this problem.

1) Versatility — A samurai is expected to excel at all things. Merely because a samurai is a cunning statesman should not mean that he is an incompetent swordsman. A veteran warrior is likewise expected not to be utterly clueless in the court. The Game Master should encourage players to create characters who are well rounded, thus no one is ever left empty handed. A courtier can make an excellent support bushi, utilizing ranged attacks from afar or flanking with one of the warriors to make their job easier. Similarly, while a focused warrior might not possess the courtier's talents, an extra set of eyes and ears always help when collecting information, whether for an investigation or simply farming rumors. If the party is constructed in such a well balanced manner, there should never be a difficulty with players feeling left out.

2) Yojimbo — A skilled courtier is expected to have a yojimbo of some variety, a bushi assigned to protect him when violence escalates beyond his own capability to control. The GM might allow a courtier player to create a yojimbo, a secondary character of slightly lesser quality (but greater focus in combat) than his primary character. If there is concern that other players may be upset that the courtiers receive two characters, then consider giving the combat characters an alternate character as well, a courtier of slightly lesser quality than their regular character. In this manner, the players each have a character well suited to combat or social situations. Of course, the book-keeping involved in having two characters for each player might not always be welcome, so this suggestion

should be considered carefully. (In the d20 system, members of the courtier character class eventually receive the Leadership feat for free. The yojimbo they receive as a cohort serves as a natural solution to this problem — simply play the yojimbo if the courtier's presence would not make sense.)

3) Split Parties — Split parties are normally not desirable, but if a single party has a strict division between political and combat-focused characters, the GM may wish to allow each to pursue their goals independently. For example, while the warriors march into battle and lead their forces against the enemy, the courtier might simultaneously be working to summon allies, or perhaps speeding to the Imperial Court to prove that the enemy has attacked without provocation and thus gain the Imperial Legions' support. Split parties can be very confusing, but they can also add an element of suspense and drama to the game as the GM leaps from one side of the party to the other during 'cliffhanger' moments. This may not be the best solution for every session, but can be extremely satisfying if used during the climax of a campaign or other dramatically appropriate moments.

THE AMBASSADOR AND OTHER STATIONS

As the consummate politician, the Ambassador interacts the most frequently with members of the other Stations (it is, after all, his job to interact with others). Ambassadors also frequently are members of one or more of these other Stations as well.

The Warlord — The Warlord and Ambassador are the two Stations most commonly at odds with one another. While the Ambassador pursues his objectives in a passive fashion, the Warlord accomplishes his objectives through the direct application of force. This is not to say that the two do not occasionally find uses for one another — often an Ambassador requires the threat of force to execute his schemes and just as frequently the Warlord finds that negotiation is more useful than violence. A character who possesses both of these Stations is the ultimate samurai, a master of both politics and warfare.

The Governor — The Ambassador and the Governor are the two Stations that most frequently find themselves allied in purpose. A Governor requires political support for his city to flourish, political support that an Ambassador can help foster. An Ambassador requires resources to build alliances as well as a base of operations from which to conduct his operations, and a Governor's city provides this. These two Stations interact so well with one another that they are the two most often found combined within a single character.

The Sensei — The Ambassador's political goals rarely intersect with the Sensei's pursuit of mastery over his art. Sensei who have gained a great deal of notoriety and respect, however, may find a place in the Ambassador's web of influence. An opportunity to train with a worthy sensei is a wondrous gift, after all. For their part, most sensei resent becoming embroiled in political games, but will do what they must to see that their dojo continues to operate with the smooth support of their clan.

The Keeper of the Temple — Though some temples are secluded and removed from the world of politics, others take a direct role in the government of Rokugan and attract the attention of Ambassadors. The Emperor is the head of Rokugani religion and the clergy tend to be the most educated citizens of the Empire, so a role in politics is inevitable for many. Those who stand as Keeper of the Temple in large cities often become Ambassadors at a later date so that they might be better able to keep abreast of political events.

CHAPTER THREE:

THE WARRIOR

Kakita Orihime stared out at the legions of soldiers maneuvering on the training grounds. Shiro Daidoji loomed in the distance, as this was the traditional home of the Daidoji legions. Today, however, it was a variegated Crane force that was training here. It was the Tenth Crane Legion, Orihime's legion. They were good men, and had brought her much honor on the battlefield. Fortunes willing, they would do so again very soon.

"Rikugunshokan-sama."

Orihime turned and nodded to the courier, who was holding a painfully low bow. A scroll case was clutched tightly in his right hand, his left hand resting lightly on the hilt of his katana. "Yes," she replied. "What news?"

The courier held the scroll case out before him. "This message arrived from Kyuden Kakita, my lady. It bears Lord Kurohito's seal."

Orihime took the scroll case eagerly, nodding absently as the courier withdrew to allow her to read it privately. She broke the Doji seal and opened it, unfolding it carefully to avoid smearing the ink. She reviewed the contents with equal parts excitement and the unavoidable cold dread that every soldier felt when they know that battle looms on the horizon.

Daidoji reconnaissance reported a large village near the western border of the southern Crane provinces had been completely subverted by Bloodspeaker activity. The Daidoji had been watching the village for some time based on suspicions that a few remaining refugees from the Rain of Blood were hiding there. Now, it seemed as though their suspicions had been confirmed, but the resistance was expected to be more than a simple squadron of saboteurs could handle. No, this was a situation that required swift, decisive action. The sort that Orihime and her men had developed a reputation for performing with extraordinary success. She beckoned for the courier to approach.

"Yes, Rikugunshokan," he said instantly.

"Take a message to the first, second, and third taisei in the legion. Tell them to complete their maneuvers and prepare their men for battle. We leave at dawn."

"At once, general," the courier replied. He turned to leave.

"Wait," she said. "Tell them I will be accompanying them. I will oversee this mission personally."

The courier halted a moment, clearly surprised.

"This mission is against fellow Crane, corrupted though they may be. I would face them personally." She turned back to regard the training grounds. "When you have delivered the message to my taisei, send word to my attendants. Have them prepare my armor and steed." She nodded and the courier disappeared through the doorway.

Her hand drifted to the hilt of her blade. "A Crane deserves a Crane."

Despite the relatively short distance, it took several days for Orihime's selected units to reach the village. It was necessary to be discrete in their travels, because the unfortunate reality was that there was no way to know how far the Bloodspeaker's influence extended. The cult was insidious beyond any foe Orihime had ever faced. When the force was a mere mile from the village, she called her captains to her to discuss the attack.

"First company will circle around the village and prevent any escape to the west and north. Second company will remain in position here and block any escape to the east and south. Nothing escapes this village alive. I will lead the assault with third company." She looked at each of her captains in turn. "Do you have any questions?"

One nodded. Doji Tsirai was his name, captain of the second company. He was older than Orihime, and more experienced. Yet he never questioned her orders in a crisis, thus she valued his



counsel even more. "Do you not wish us to take captives for interrogation, Orihime-sama?"

"No," she said firmly. "I will make the decision to take any captives as appropriate within the village. If any have escaped us and reach you, they are either cowards, and thus useless to us, or they have fought their way free of us and made it to the perimeter. In that case, they are too dangerous to keep as a captive, and must be destroyed."

Tsirai bowed his head. "As you say, my lady. I only thought to take a captive to the Daidoji for interrogation."

"A legitimate concern," Orihime acknowledged. "And that is exactly what we shall do with any captives we succeed in capturing. However, our first concern here is to purge our clan of a disease before it spreads. If there are others, these fools may know of them. If not, then the Daidoji will find them in time regardless." She looked to each of the captains in turn. "Do you have further questions?"

"No, Rikugunshokan," they replied in unison. She nodded, then unrolled a map of the area. "This village is larger than most. When we move in for the attack, we will divert three squadrons to these hills along the northern edge.

I want two light infantry squadrons moving through the brush to the south and attacking the western edge at the same time we move on the east. The three pronged assault should ensure any villagers attempting to flee will move through the forest to the south, where the second company will be waiting. The dense foliage should prevent any long range use of magic by any escaping maho-tsukai."

The planning continued for another hour as Orihime covered every possible detail, down to the most insignificant topographical feature.



THE ART OF WAR

Rokugan is an empire built and shaped on conquest. Large-scale warfare between the Great Clans has been forbidden by Imperial Edict since the end of the Crab-Crane Yasuki War in 400. The Edict was ineffectual at stopping centuries of fighting among the Great Clans, who used all opportunities possible to avenge grudges, take more land for their clan, or to earn more leverage in dealings with the opposing clan. More than half of the ruling class are bushi, people specifically trained to defeat others through combat.

Most Great Clans divide their forces into several major armies and a number of smaller units. These armies patrol their lands or guard the borders the Clan shares with its enemy. In command of these armies are high-ranking generals, bushi who answer only to their Clan Champion or family daimyo. The Clan Champion orders the generals what to do, but generally leave it to the general's discretion how to fulfill those orders. The general then decides what the best course of action is, and relays his orders to a number of lesser generals. These lesser generals have control over smaller parts of the army, so that the army can move together but with autonomy.

The Warlord is best suited for experienced player characters. The loss of an army, no matter the size, can be crippling for a Great Clan's defenses, so generally only samurai who have repeatedly proven themselves in combat are given these posts. However, politics can place young and inexperienced samurai alike in positions of power. Less experienced player characters could very well be in charge of troops because of their connections within the Clan, the expectations of a family legacy, or other extenuating factors. An average character probably would gain command over a small section of the army after years of dedicated service in the infantry, but given the dramatic events of a campaign anything can happen.

To be promoted to Warlord by his Clan, a character must obtain 5 Station points as usual. The character may obtain this many different ways; the most common way to gain Station Points is to obtain 5 Status and gain the basic allotment of Station points. However, 5 Status is not a requirement; the character could technically become a Warlord as a starting character, by buying the advantages and taking the skills (described later in this chapter) that give Station (Warlord) Points.

There are, of course, other methods by which a character might assume the rank of Warlord. The GM might award a character Station Points that may only be spent to enter this Station if he proves his valor in combat in some dramatic and public manner. If the leader of the troops falls in battle, it is a perfect opportunity for the character to rise to the occasion and lead the troops into victory. Army officials are always on the lookout for talented soldiers, and the character could quite possibly be promoted into a command post. However, though the character would technically be a Warlord, he would not have any Station Points to develop his army. The character would be forced to rely on whatever small allowances his superiors would allow before he could earn the Points to develop his men. A character can earn points via the skills, feats, advantages, schools, and classes listed in this section; he may also earn Points by doing special things during the campaign, such as win battles.

Several existing feats and skills give additional Station (Warlord) Points as soon as they are selected.

TABLE 3-1: SKILLS & FEATS

Skill/Feat	Ranks	Additional Station (Warlord) Points
Skill: Battle	10	+1
Intimidate	10	+1
Sense Motive	10	+1
Feat: Leadership	—	+2
Skill Focus (Battle)	—	+2

NEW FEATS

QUARTERMASTER

You were not a brilliant military tactician, but through perseverance you have become an expert in the hard work required to keep an army moving outside of battle.

Benefit: You gain 2 Station (Warlord) points that may only be used for dwellings and supply. You gain a +3 bonus to rolls to avoid fatigue. You may not take the Tactical Prodigy feat.

TACTICAL PRODIGY

You are extremely skilled in strategy, the clash of men, and the tactics contested against the generals in the heat of battle. However, because of your intense studies of tactics you have neglected the minutia of warfare, such as the movement of food and equipment.

Benefit: You gain a +3 bonus to all Maneuver rolls. You also gain 2 Station (Warlord) points that may only be used for troops. You may not take the Quartermaster feat.

VETERAN GENERAL

You are skilled in the ways of warfare, for you have been in countless battles as a soldier or as part of a command staff. Prerequisites: Station (Warlord)

Benefit: You gain 5 Station (Warlord) points.

Special: You may gain this feat multiple times.

GUNSO (PRESTIGE CLASS)

Before the gunso gains command over any number of troops, he serves as part of the command staff of an army general. He learns on the battlefield the tactics and tricks he must employ to keep his men alive and to defeat the opposing army. A gunso is generally under the command of a higher ranking general, but has full autonomy over his troops.

Hit die: d8.

Requirements: To become a Gunso, a character must fulfill the following criteria:

Special: Station (Warlord)

CLASS SKILLS

The Gunso's class skills (and key ability for each skill) are Battle (Wis), Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Iaijutsu Focus (Cha), Knowledge (Shugenja), Knowledge (War), Ride (Dex), and Sense Motive (Wis). (See the Player's Handbook for skill descriptions. The Battle skill is described in Rokugan.)

Skill points per level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Gunso do not gain any additional Weapon or Armor Proficiencies for joining this prestige class.

Improved Shelter: The gunso knows the importance of shelter to an army. Without shelter from the natural elements, troops are less effective and unfocused in battle. At first level, all of the gunso's troops gain one level of Camp for free.

Station (Warlord): At 1st level, the gunso gains three Station (Warlord) points. The Gunso gains an additional six Station (Warlord) points at 2nd level and another nine points at 3rd level.

Bonus Feat: At the second level, the gunso gains a bonus feat. He may choose from the following list: Quartermaster, Leadership, Skill Focus (Battle), Tactical Prodigy, and Veteran General.

Master's Tactics: At the third level, the gunso has learned the full extent of his troops' capabilities, even beyond what they are aware they can accomplish. He gains a +4 bonus to all Maneuver rolls.

MASTER GENERAL (PRESTIGE CLASS)

Hit die: d8

Requirements: To qualify to become a Master General, a character must fulfill the following criteria.

Base Attack Bonus: +6

Skills: Battle: 10 ranks

Feats: Leadership

Special: 10 Station (Warlord) points

The character may replace two of these requirements with the feat Master's Tactics from the Gunso Prestige Class.

CLASS SKILLS

The Master General's class skills (and key ability for each skill) are Battle (Wis), Bluff (Cha), Climb (Str), Diplomacy (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Knowledge (Shugenja), Knowledge (War), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill points per level: 4 + Int modifier.

CLASS FEATURES:

Weapon and Armor Proficiency: Master Generals do not gain any additional Weapon or Armor Proficiencies for joining this prestige class.

TABLE 3-2: THE GUNSO

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Improved Shelter; Station (Warlord)
2nd	+2	+3	+0	+2	Bonus Feat; Station (Warlord)
3rd	+3	+3	+1	+3	Master's Tactics; Station (Warlord)

TABLE 3-3: THE MASTER GENERAL

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Increased Training
2nd	+2	+0	+0	+2	Station (Warlord) Points
3rd	+3	+1	+1	+3	Arms of the Army
4th	+4	+1	+1	+4	Station (Warlord) Points
5th	+5	+1	+1	+4	Eyes of the Army
6th	+6	+2	+2	+5	Station (Warlord) Points
7th	+7	+2	+2	+5	Increased Training
8th	+8	+2	+2	+6	Station (Warlord) Points
9th	+9	+3	+3	+6	Arms of the Army
10th	+10	+3	+3	+7	Heart of the Army; Station (Warlord) Points

Increased Training: The Master General trains his men vigorously to ready them for combat. At 1st level, the TL and ML of the Master General's troops decrease by one. They decrease by two points at 7th level.

Station (Warlord) Points: At 2nd level, and every second level thereafter (4th, 6th, 8th, and 10th), the Master General gains an additional 2 Station (Warlord) points to use in any way they deem fit.

Arms of the Army: The Master General's troops have trained under him for months, enough time to gain confidence in his style and in his methods. They learn the Master General's favorite tactics, and with practice can pull it off very well. At 3rd level, choose one Maneuver. The Master General gains a +3 training bonus to the Maneuver roll a number of times per day equal to his level in this prestige class. At 9th level the Master General chooses another Maneuver to gain a +3 training bonus.

Eyes of the Army: Espionage and scouts are essential to an army's wellbeing. The Master General has learned to use scouts wisely to gain vital information against his opponent's army. At 5th level, the Master General gains one level of Scout and Saboteur for free.

Heart of the Army: A Master General's troops believe absolutely in his judgment and in his command. His presence on the battlefield can inspire his troops to fight on, even when everything looks hopeless. Once per battle, when a unit fails a Morale check by 3 or less, the check automatically succeeds.

SKILLS & ADVANTAGES

Several existing skills and advantages give additional Station (Warlord) Points as soon as they are selected.

TABLE 3-4: SKILLS & ADVANTAGES

Skill/Advantage	Ranks	Additional Station (Warlord) Points
Skills: Battle	5	+1
Defense	5	+1
Siege	5	+1
Advantage:		
Leadership	—	+1
Tactician	—	+2

MODIFICATIONS TO EXISTING RULES

ADVANTAGES

A Heart of Vengeance: While opposing an army from that clan, you must have at least one unit Heavily Engaged at all times.

Way of the Land: If fighting in your home province, you may modify all Battle rolls by an additional two points, up or down.

DISADVANTAGES

Brash: Unless you succeed a Willpower roll (TN 20), you must have at least one unit Heavily Engaged at all times.

Overconfident: You must make a Battle/Perception skill check at 30 to retreat the army from battle.

NEW ADVANTAGES

QUARTERMASTER

(3 POINTS)

Though you are not as fluent with the ebb and flow of the battlefield, your abilities off the field are unparalleled. You get a +5 bonus to rolls to avoid fatigue. You gain 2 Station (Warlord) points that may only be used for dwellings, and supply.

TACTICAL PRODIGY

(4 POINTS)

You are extremely interested in and extremely skilled in the movement of armies, the clash of men, and the tactics contested against the two generals in the heat of battle. Because of this interest, however, you are not skilled in tactics off the battlefield. You gain a +3 bonus to all Maneuver rolls. You gain 2 Station (Warlord) points that may only be used in troops.

VETERAN GENERAL

(10 EXPERIENCE POINTS)

You are skilled in the ways of warfare, for you have been in countless battles as a soldier or as part of a command staff. You gain 5 Station (Warlord) points. This Advantage may only be purchased with Experience Points by characters that already possess the Warlord Station. This Advantage may be taken multiple times.

GUNSO (NEW PATH)

Technique Rank: Any

Requirements for Entry: Station (Warlord)

Path of Entry: Any

Path of Egress: Any (Must reenter previous school at appropriate rank)

If this path is used as a Rank 1 Technique, use the following information:

Technique: Master's Tactics — Gunso are taught the tactics and subtleties of warfare. They learn to move their troops in and off combat, when to push the attack to maximum effect, and when to retreat from the battlefield. The Gunso gains 10

Station (Warlord) points to spend on troops, supply routes, holdings, and features that improve the gunso himself. The Gunso may add his Insight Rank to all Maneuver rolls.

(Information for starting characters in this Path)

Beginning Skills: Battle, Etiquette, Hunting, Lore (Bushido), Lore (Shugenja), any two High or Bugei skills

Beginning Honor: 2, plus 5 boxes

Starting Outfit: Katana, Wakizashi, Bow, 20 Arrows of any type(s), Light Armor, Helm, Traveling Pack, Kimono, any 2 weapons, 3 koku

MASTER GENERAL (ADVANCED SCHOOL)

Requirements:

Rings/Traits: Water 4, Intelligence 3

Skills: Battle 5, Defense 4, Siege 4

Advantages: Tactician

Other: Must possess 10 Station (Warlord) points.

Rank 1: Eyes of the Army

Espionage and scouts are essential to an army's wellbeing. The Master General has learned to use scouts wisely to gain vital information against his opponent's army. The Master General gains one level of Saboteur and Scout for free. The Master General also receives 3 Station (Warlord) points.

Rank 2: Arms of the Army

The Master General's troops have trained under him for months, enough time to gain confidence in his style and in his methods. They learn the Master General's favorite tactics, and with practice can pull it off very well. Choose one Maneuver from the list that can be legally performed. The Master General gains a bonus to his roll equal to his Master General's Insight Rank a number of times per day equal to his School Rank. The Master General also receives 3 Station (Warlord) points.

Rank 3: Heart of the Army

A Master General's troops believe heart and soul in his power of judgment and in his command. His presence on the battlefield can inspire his troops to fight on, even when everything looks hopeless. Once per battle, when a unit fails a Morale check by 3 or less, the check automatically succeeds. The Master General also receives 4 Station (Warlord) points.

ARMY CREATION

Upon entering this Station, each Warlord receives an allotment of Station (Warlord) Points to spend on creating his army. These can be used to buy strong warriors, a dependable supply train for the army campaign, and lodging for the troops. Over time, as the Warlord accumulates more Station (Warlord) Points, he can spend them to further increase the strength of his army, on and off of the battlefield.

The initial allotment of Station (Warlord) Points is insufficient to create anything bigger than a force capable only of skirmishes and feints. As a character earns more Station (Warlord) Points, he may increase the size and strength of his men. Unlike many of the other Stations, the Warlord is able to get "refunds" for most of his Station (Warlord) Points; the Warlord may reassign everything in his army that

is not Permanent during times of peace. The Warlord is also able to gain additional troops, lose dwellings, or otherwise change the Point total of his army through role-playing.

Because of special events (see Tides of War later this chapter) and other considerations, it might be a good idea to save a couple Station (Warlord) points, so that the Warlord could be prepared for anything that might happen along the way.

PERSONNEL

Station Points spent on the Personnel Feature purchase combat units, scouts, and non-combat personnel. A character would most likely spend the bulk of his Station Points on Personnel, for without troops an army is no army at all. The majority of the Station Points spent on Personnel will be spent on combat units for the same reason. However, a prudent Warlord cannot ignore scouts or non-combat personnel. Scouts are the eyes of an army, and an army cannot function well without them. Signal Corps are essential in relaying orders on the battlefield.

A character must spend a minimum of 1 Point in Personnel to be considered a Warlord.

REQUISITION

The personnel that can be bought in this category are not permanent. If a combat unit is destroyed, it is destroyed without any "refund" of points. This system can get quite expensive with Station Points before long; a single battle could destroy a Warlord's army, annihilating everything he has worked for up to that point. A prudent general would set aside some method for replenishing his army without burning too many political favors.

When a Warlord purchases any unit in the Personnel category, he may spend additional Station Points equal to half

of the unit's cost (rounded up) to pay for Requisition. If he does, the unit is considered to be Permanent. When the unit is completely destroyed, with no Wounds left, a new unit of the same type forms at the nearest Clan city or major barracks, then moves to the Warlord's Stronghold.

There are, of course, drawbacks to Requisition. It takes the new unit a number of weeks equal to the unit's cost (minimum one) to join your army. Although the Clan has decided to permanently assign you a unit, it still takes time to find (or train) men for the new unit. Stronger units, such as the Clan Special units, require extensive training, and cannot be found on short notice. Another drawback is that the new unit doesn't have experience; the new unit has none of the bonuses that the Warlord's army has accrued throughout the campaign. And finally, Requisition costs stack up very quickly. A Clan Special unit with Requisition costs 8 Station Points, which is a significant expenditure. Still, Requisition is absolutely necessary for the Warlord's army in the long run.

TABLE 3-5: COMBAT UNITS

Name	Cost	Strength	Wounds	TL	ML
Peasant Levies	¼	1	4	13	15
Ashigaru Spearmen	½	2	5	9	10
Light Infantry	1	3	8	8	7
Light Cavalry	2	3	10	10	7
Medium Infantry	2	4	10	7	6
Ronin	2	4	8	6	10
Heavy Infantry	3	5	12	6	5
Medium Cavalry	3	4	10	9	7
Samurai Archers	3	4	6	6	6
Heavy Cavalry	4	5	12	8	5
Horsebowmen	4	4	6	8	6
Shugenja	4	2	4	5	5
Clan Special*	5	6	15	4	4
Trebuchet	2	—	3	—	—

COMBAT UNITS

Combat units have five traits that should be taken into account: Cost, Strength, Wounds, TL (Training Level), and ML (Morale Level). The Cost of the unit is how many Station (Warlord) Points are required to purchase one for his army. The strength of the unit shows how many Wounds one unit can do in one turn of battle without modifiers. The TL gauges the military skill of the unit and shows what Maneuvers the unit can perform during combat. The ML shows how long the unit will remain calm under fire.

Some of the units have additional traits not shown on the Combat Units chart; these traits are crucial during battle. Samurai Archers and Horsebowmen both have the Archery trait, which allows them to shoot from afar. Light Cavalry, Medium Cavalry, Heavy Cavalry, and Horsebowmen have the Cavalry trait, which allows them to move further and faster in battle.

The list shown in the combat units table shows the stats of an average unit found in Rokugan. Each of the Great Clans' units has variances due to physical differences, training differences, and clan mentality. Apply these modifications to all units in the Warlord's army, as appropriate to the Warlord's Clan affiliation.

Crab: +1 Wounds

Crane: -1 TL

Lion: -1 TL

Mantis: +1 Wounds

Dragon: -1 ML

POINT EXCHANGE

During détente, the Warlord must prepare for the next time he leads his troops into battle for the glory of his Clan. As the Warlord gains experience, wins battles, gains Status, and earns bonuses through role-playing, he will undoubtedly wish to make his army stronger. Four units of Peasant Levies are fine when the character can afford no better, but they do not fit in alongside such legendary units as the Matsu Lion's Pride. When a Warlord is promoted, he is given better troops to lead.

The Warlord may return anything from the three Feature categories to his Clan, exchanging them for Station (Warlord) Points equal to their original worth (these points become Warlord Points even if they were generic Station Points originally). The Warlord can only purchase items from the same Feature category. For example, he may not purchase more troops for reducing his supply train, but it would be fine to lose two levels of Scout for a unit of Light Infantry.

If the Warlord wishes to exchange a unit that has taken casualties, he loses an amount of Station Points equal to the percentage of men lost (rounded up to 25%, 50%, and 75%). A unit of Heavy Cavalry, with 7 wounds left, has nearly lost half of its men. If the Warlord exchanged this unit, he would receive 2 Station Points instead of 4.

Phoenix: Shugenja: -1 cost, +2 strength, +2 wounds, -1 TL, -1 ML

Scorpion: -1 ML

Unicorn: All cavalry units cost 1 less, except the Clan Special unit (see below)

Clan Special: The Clan Special unit is generally one of the most prestigious military units within that clan. Because of their prestige and limited numbers, there are special rules for adding them into your army. These units will not join the army of a Warlord with less than 6 Status, for the Clan Daimyo will not risk such valuable troops in the hands of an unknown general. A Warlord with 6 Status is allowed to purchase one unit into his army, and a Warlord with 7 Status may purchase two into his army.

The actual unit purchased as the Clan Special unit is up to the GM's discretion. These are some suggestions for unit names of appropriate fame and strength:

Crab: Berserkers, the Damned

Crane: Daidoji Iron Warriors, Empress' Guard

Dragon: Kikage Zumi Initiates, Tamori Yamabushi

Lion: Deathseekers, Matsu Lion's Pride

Mantis: Storm Legion, Tsuruchi Hunters

Phoenix: Elemental Guardsmen (Avalanche Legion, Firestorm Legion, Hurricane Initiates, Tsunami Legion, Void Guard)

Scorpion: Ninja Bowmen, Scorpion's Claws

Unicorn: Utaku Battle Maidens, Moto White Guard

These units should gain the bonus skills (Cavalry, Archery) when appropriate at no extra cost.

Ronin: Ronin may not be requisitioned. When the Warlord's army is at his Stronghold, the Warlord may purchase ronin at any time.

It is impossible to use fractions of a Station point; to purchase Peasant Levies or Ashigaru Spearmen, the Warlord must purchase a number of units so that the cost is a whole number. An in-depth look at each of the combat units' traits can be found later in this chapter, under Mass Battle Rules.

SCOUTS AND SABOTEURS

Scouts are essential to an army's success, and saboteurs can be a useful weapon. The Warlord operates and moves his forces according to the information that his scouts bring him. A trained saboteur can win a battle before the enemy army reaches the field. Though of limited use in direct combat, wise generals know that these units can be the margin between defeat and victory.

SCOUT

These soldiers explore the area before the main army arrives, so that the Warlord knows how to move the army according to the terrain ahead. Scouts act as the eyes of an army; the Warlord only knows the situation to the extent to which his scouts inform him. Without scouts to look for dangerous terrain, and to spot the opposing army's positions, the Warlord would be in for some surprises.



SCOUT POINT COSTS

1-2 Points: The army suffers full terrain movement penalties. At the end of each day, the Warlord may roll 1 d10; if he rolls a 10, he learns where the opposing army(s) is located if they are within a day's march of the Warlord's army.

3-4 Points: Reduce the terrain movement penalties the army suffers by two. At the beginning and end of each day, the Warlord may roll 1d10; if he rolls a 8 or higher, he learns where the opposing army(s) is located if they are within two days' march of the Warlord's army.

5 Points: Reduce the terrain movement penalties the army suffers by four. At the beginning of the day, the end of each day, and at any one time of the Warlord's choosing per day, the Warlord may roll 1d10; if he rolls a 6 or higher, he learns where the opposing army(s) is located if they are within three days' march of the Warlord's army.

SABOTEUR

Saboteurs are not common in most of the Great Clans, with the Crane (Daidoji only) and the Scorpion clans being the main exceptions. Saboteurs allow those clans to meet the armies of other Great Clans in combat with confidence, with full knowledge of the fact that the Daidoji or the Bayushi have weakened the opposing army. Saboteurs are only useful with skilled scouts; the scouts find the opposing army and the saboteurs place traps in the enemy's path. The Warlord may not take more levels of Saboteur than levels of Scout. Saboteurs may only sabotage an army that scouts have discovered with their roll.

SABOTEUR POINT COSTS

1-2 Points: Roll a d10, then divide the result by 5 (rounded up). The enemy army takes that many Wounds (the enemy general chooses which of his units takes the damage).

3-4 Points: Roll a d10, then divide the result by 3 (rounded up). The enemy army takes that many Wounds (the enemy general chooses which of his units takes the damage).

5 Points: Roll a d10, divide the result by 2 (rounded up), and choose an enemy unit. That unit must take at least half of the Wounds inflicted by the Saboteur roll.

NON-COMBAT PERSONNEL

Non-combat personnel travel with the supply train, and are fiercely protected by samurai. The medic corps of an army is filled with soldiers skilled in medicine and shugenja specializing in healing spells. After the battle, the medics attempt to save the wounded, and to return them as soon as possible to combat readiness. Though few armies have enough shugenja to tend to every soldier, the medics corps leaves no man untended. The signal corps joins the command group of the Warlord, and relays the Warlord's orders to the unit commanders of the army. Without the signal corps, the battlefield quickly is reduced to chaos.

MEDIC POINT COSTS

- 1 Point:** After the battle, heal 2 Wounds from one unit.
- 2 Points:** After the battle, heal 3 Wounds from two units.
- 3 Points:** After the battle, fully heal one unit that has at least 75% of its maximum Wounds, or heal 4 Wounds from that unit.
- 4 Points:** After the battle, fully heal two units that have at least 75% of its maximum Wounds, or heal 4 Wounds from two units.
- 5 Points:** After the battle, fully heal two units that has at least 50% of its maximum Wounds.

SIGNAL CORPS POINT COSTS

- 1-2 Points:** Once per battle, reduce a TL penalty for a Maneuver by 1.
- 3-4 Points:** Twice per battle, reduce a TL penalty for a Maneuver by 2.
- 5 Points:** Reduce all TL penalties for Maneuvers by 1.
- 6 Points:** Reduce all TL penalties for Maneuvers by 2.

SUPPLY

The Supply Feature represents the supply train, a collection of wagons and horses laden with food, extra military equipment, and the materials necessary to set up camp. Spending points in this Feature also purchases additional samurai who protect the supply train at all times. Thievery and sabotage are major concerns for a quartermaster of the supply train, for an army without a steady source of food is forced to forage. If you have more units than you may support at any given time, roll 1d10 per unit; for every 1 you roll, send home one unit. The others are considered to be foraging off the land. Reroll this roll every night.

A character must spend a minimum of 1 Point in this category to be considered a Warlord. The Warlord may not purchase more combat units than can be supported by the supply train. Four units of Peasant Levies count as one combat unit for purposes of supply.

- 1 Point:** The supply train may support three combat units.
- 2 Points:** The supply train may support six combat units.
- 3 Points:** The supply train may support nine combat units.
- 4 Points:** The supply train may support twelve combat units.
- 5 Points:** The supply train may support fifteen combat units.

DWELLING

The Dwelling Feature encompasses two different types of housing, the Camp and the Stronghold. The Camp is the encampment the army builds during a campaign, when the

army is away from its home. The Stronghold is the main barracks of the army, located permanently in the lands of the Warlord's Clan. Points spent on the Camp Feature purchases tents, barricades, and other conveniences to protect an army while it is immobile. Points spent on the Stronghold Feature purchases the barracks' size, additional holdings, and defenses.

A character must spend a minimum of 1 Point into a Stronghold to be considered a Warlord. The Warlord may not purchase more Points in Camp than he has Points in Supply.

CAMP POINT COSTS

0 Points: The soldiers sleep outside, with no protection from the elements. All troops have +2 TL and ML. During night ambushes, all units must pass in the first Battle Turn.

1-2 Points: The soldiers sleep in tents. During night ambushes, units above 7 TL must pass on the first Battle Turn.

3-4 Points: The encampment is protected by hastily built wooden barricades.

5 Points: The encampment is protected by well built barricades and well-trained sentries. During night ambushes, all of the attacking units must pass in the first Battle Turn.

STRONGHOLD POINT COSTS

1-2 Points: Small wooden barracks, capable of holding 6 combat units.

3-4 Points: Large wooden barracks, capable of holding 12 combat units.

5 Points: Small castle, capable of holding 15 combat units and capable of repelling a siege for three months. All the amenities of a Town (see Chapter One for more details).

MASS BATTLE RULES

A character can participate in two completely different types of mass battles. He could participate in battle as a lowly soldier, fighting among the lines. Higher ranking characters, however, see the battlefield from a completely different perspective. Generals are removed from the battle, but oversee where his troops should go and fight to deal maximum damage to the opposing army, or to delay the opposing army.

Battles are resolved in Battle Turns. Each Battle Turn is approximately thirty minutes. Every Battle Turn, the opposing generals take turns in maneuvering one of his units and attacking an opposing unit, until one of the generals retreats from combat or surrenders the army.

START OF THE ENGAGEMENT

The first thing to be determined in a battle is the Attacker and the Defender. The first person to arrive on the battlefield is the Defender, and the other army is the Attacker. A clever Warlord could use his scouts to learn where his opponent is, and defend in his path. Except in ambushes, the Defender always gains the first move in a Battle Turn.

There are four levels of activity in a battle: Reserves (farthest from the fighting), Disengaged, Engaged, and Heavily Engaged (in the thickest part of the fighting). The units at the Heavily Engaged level in one army fight the units at the

Disengaged level on the opposing side, and the units at the Engaged level fight the units at the Engaged level.

On the first Battle Turn, every single unit starts off on the Disengaged level before the general moves the unit.

STEP ONE:

THE BEGINNING OF THE BATTLE TURN

On every Battle Turn after the first (where the Defender has the first action), the two generals roll an opposing Battle check. Whoever wins the check gains the first action.

STEP TWO: COMBAT

When the general has a chance to perform an action, he may choose a unit to perform one of three things: attack, perform a maneuver, or pass. An attack can only be done if the unit is the same fighting level as his opponent (or, in the case of units with Archery, one level away). When a unit chooses to attack, it deals a number of Wounds to an opposing unit equal to its Strength. Units that have 0 Wounds left are destroyed, and may immediately perform an attack or maneuver if it has not yet taken an action this turn. Maneuvers list ways to move the unit and many ways to attack the opponent in a special way. If the unit passes, the other general has the opportunity to perform an action with his units. Each side of the battle may take one action before the other side moves; this remains true even when there are multiple allies or Warlords on the same side.

STEP THREE:

RESOLUTION OF BATTLE TURN

When all units have passed, performed a maneuver, or attacked, the Battle Turn is over. Both generals have the option to retreat from battle at this phase of the turn if all of their units are in the Disengaged or Reserves fighting level. Repeat steps one through three until the battle is over. When the opposing general surrenders, retreats, or is destroyed, the Warlord has won.

STEP FOUR: BATTLE RESOLUTION

The Warlord gains Glory equal to (Opposing General's Glory — the Warlord's Glory) + 1. This may end up negative; the Warlord will not gain reputation by defeating unknown generals, and might indeed lose Glory for beating on generals obviously weaker than him. The Warlord gains Station (Warlord) points equal to the Opposing General's Status, as long as that number is greater or equal to the Warlord's Status.

All units that fought in battle must make an ML check with a penalty equal to 2 + the number of battles it has been in without being fatigued. If the check fails, the unit is fatigued. The unit has -2 Strength, +2 TL, and +2 ML until the unit stops for a full day and rests. If the Warlord wishes to continue moving with fatigued units in his army, the units must make a Morale check (at the increased ML for fatigue). If the check fails, the army must stop for the day.

SPECIAL RULES

Archery: The Archery trait represents that the unit is equipped with yumi or daikyu, and can fire into the next fighting level without moving or performing any maneuvers. However, to shoot into a level with at least one of your units, the unit must pass a Training check with a penalty of 4 on the roll, or both units take half of the damage each.

Example: a unit of Samurai Archers in Disengaged decides to attack an enemy unit of Medium Infantry in Engaged. The Archer's army has placed Medium Infantry in the same level. To avoid hitting his own men, the Warlord must roll a d10, with a penalty of 4 to the roll, to attempt to make the Training check of 6. The Warlord rolls an 8, which does not make the TL because of the penalty. Both the Archers' Medium Infantry and the enemy Medium Infantry take 2 Wounds.

Cavalry: Units with the Cavalry trait are mounted on horses, and can move to an additional fighting level when performing a movement maneuver. Cavalry units gain +1 Strength when fighting Infantry units.

Trebuchet: This catapult is used to damage city and castle walls during siege warfare. The Trebuchet may fire at castle walls from the Reserves fighting level, and it divides the time required to break through in a siege in two.

MANEUVERS

"In battle, one engages with the orthodox and gains victory through the unorthodox." — Sun Tao

All combat units train extensively to perform Maneuvers in combat. The soldiers train to be able to perform these Maneuvers under duress and extreme conditions, so that no matter how much chaos there is on the battlefield, they are able to perform a complex maneuver without too much added concern.

A Maneuver is successful if the Warlord can successfully pass a Training check with the unit performing the Maneuver. A Training check is rolled by rolling 1 exploding D10 (re-rolling and adding the second result if a natural 10 is rolled) against a DC equal to the TL of the unit. Void points may be spent on this roll. If the Maneuver is failed, the unit does not perform the Maneuver, and the unit has -2 Strength for two turns.

A unit can perform a second Maneuver in one turn if they pass a Training check with an additional +10 to the DC. The unit must then pass an ML check, applying all current penalties, for the Warlord is pushing the unit to their limits.

A Maneuver is successful if the Warlord can successfully pass a Training check with the unit performing the Maneuver. A Training check is rolled by rolling 1 exploding D10 against a TN equal to the TL of the unit. Void points may be spent on this roll. The Warlord may Raise once to increase the Strength of the unit for the duration of the Maneuver. If the Maneuver is failed, the unit does not perform the Maneuver, and the unit has -2 Strength for two turns.

A unit can perform a second Maneuver in one turn if they pass a Training check with two Raises. The unit must then pass an ML check, applying all current penalties, for the Warlord is pushing the unit to their limits.

The prerequisites for performing the maneuver must be met by the Warlord before his troops may attempt the maneuver. TL penalties add penalties to your Training roll to perform the

maneuver. The prerequisites and TL penalties are shown in the chart below, followed by a detailed account of the effects of each Maneuver. The first refers to the D20 system, and the second refers to the D10 system.

GENERAL MANEUVERS

All units may perform these Maneuvers.

Advance: The unit moves up 1 level (Reserves to Disengaged, Disengaged to Engaged, Engaged to Heavily Engaged). The unit may then attack an opposing unit, if possible. No Training check is necessary to perform this Maneuver.

Charge: The unit moves up 1 level. The unit may then attack an opposing unit, if possible. The unit has +1 Strength for this attack.

Decoy: The unit moves back 1 level (Heavily Engaged to Disengaged, Engaged to Disengaged, Disengaged to Reserves). An enemy unit of the Warlord's choice must move with the retreating unit, if possible (it is not possible for an enemy unit to move further than the Warlord's Disengaged). The unit takes damage equal to half the enemy unit's Strength.

Pincer: Two of the Warlord's units at the same level attack one enemy unit at once. Both units must pass the Training check; this counts as both of your units' action for the turn. The enemy unit must pass a Training check. If it fails, the unit has -2 Strength and -2 TL for its next maneuver.

Pull Back: The unit moves back 1 level (Engaged to Disengaged, Heavily Engaged to Disengaged). The unit may then attack an opposing unit, if possible.

Repel: An opposing unit at the same fighting level must make a TL check. If the unit fails, it is forced back 1 fighting level. The unit may not return to the same fighting level this turn.

Retreat: The unit moves up to 2 levels back (Heavily Engaged to Disengaged, Engaged to Reserves). No Training check is necessary to perform this Maneuver.

CAVALRY ONLY MANEUVERS

Only Cavalry units may perform these Maneuvers.

Overrun: the cavalry unit charges at the opposing unit, taking full advantage of the fearsome sight of an organized

unit of cavalry charging at once. The unit moves up 2 levels and attacks an opposing unit, gaining +1 Strength for the attack. The enemy unit must immediately make a Morale check, or take 2 more Wounds.

INFANTRY ONLY MANEUVERS

Only Infantry units (non-Cavalry units) may perform these Maneuvers.

Infantry Square: the unit forms up in a box, pushing up against each other closely. Horses are loath to collide against such mass. Until the unit performs another Maneuver other than Advance or Pull Back, all Cavalry units attacking this unit are -1 Strength, and must roll a Morale check after attacking. This unit is -1 Strength as long as this Maneuver is active. This unit may then attack an opposing unit, if possible.

RANGED ONLY MANEUVERS

Only Ranged units may perform these Maneuvers.

All or Nothing: The archery unit fires with all their might. The unit's Strength is considered to be 50% stronger for the attack (rounded down). After this attack, the unit may only pass for the next two turns.

Volley: An opposing unit within range must make a Training check. If the unit fails, it is forced back one level. The unit may not return to the same fighting level this turn.

RESERVE ONLY

Only units at the Reserves level of fight may perform this Maneuver.

Rally: A broken unit may immediately take a Morale check to reform. No Training check is required.

SHUGENJA ONLY MANEUVERS

Arcane Fury: The shugenja call upon the forces within them to blast a unit with elemental power. The target unit must be may be in the current or next fighting level. If one of the Warlord's own units is in the same level as the target unit, the Shugenja unit must make an additional Training check with a penalty of -4. If this check is failed, the Warlord's unit

TABLE 3-6: MANEUVERS

Name	Prerequisites	TL Penalty	Effect
General Maneuvers			
Advance	None	None	Moves up 1 level
Charge	Battle 4+/Battle 1+	-2	Moves up 1 level, +1 Strength
Decoy	Battle 12+/Battle 5+	-1	Move 1 level back, enemy follows
Pincer	Battle 8+/Battle 3+	-2	Two units attack one
Pull Back	Battle 4+/Battle 1+	None	Move 1 level back, may attack
Repel	Battle 4+/Battle 1+	-1	Make opposing unit retreat 1 level
Retreat	None	None	Move up to 2 levels back
Cavalry Only			
Overrun	Battle 8+/Battle 3+	-1	Charge two levels
Infantry Only			
Infantry Square	Battle 8+/Battle 3+	-1	Stronger versus cavalry
Ranged Only			
All or Nothing	Battle 6+/Battle 2+	-1	Strong attack
Volley	Battle 8+/Battle 3+	-2	Make opposing unit retreat 1 level
Reserve Only			
Rally	None	None	Reform a broken unit
Shugenja Only			
Arcane Fury	Knowledge (Shugenja) 4+ Shugenja Lore 1+	-1	Attack an opposing unit
Counterspell	None	None	Cancel an opposing spell effect

in contention must take half of the Wounds. This attack has a Strength of 6. This unit may not attempt this Maneuver next turn, and cannot move out of this level next turn.

Counterspell: By rolling a Training check, this unit may cancel Arcane Fury or Counterspell cast by an enemy unit. This counts as the shugenja unit's action this turn.

MORALE

The ML of each unit shows how much courage the unit has in the face of danger. A well-trained soldier has the courage to stand when heavily armored horses thunder towards it. A well-trained unit trusts in themselves, so that they can stand together when they must.

Units must make Morale checks any time these conditions hold true, applying penalties to the roll as indicated. These penalties are cumulative. The conditions that give a bonus to the roll do not trigger Morale checks.

A Morale check is successful if the Warlord can successfully roll 1 exploding D10 (re-rolling and adding the second result if a natural 10 is rolled) against a DC equal to the ML of the unit. Void points may be spent on this roll. If the roll fails, the unit is broken, and may perform neither attacks nor any Maneuvers except Retreat.

A Morale check is successful if the Warlord can successfully roll 1 exploding D10 against a TN equal to the ML of the unit. Void points may be spent on this roll. If the roll fails, the unit is broken, and may perform neither attacks nor any Maneuvers except Retreat.

TABLE 3-7: MORALE CHECKS

Condition	Penalty/Benefit
A friendly unit completely dies on the same fighting level	-1
Lost 25% of maximum Wounds	-1
Lost 50% of maximum Wounds	-1
Lost 75% of maximum Wounds	-2
Army is outnumbered 2:1	-1
Army is outmaneuvered 3:1	-1
Two friendly units are on the same fighting level	+1
Army outnumbers opposing army 2:1	+1
Army outnumbers opposing army 3:1	+1

SIEGE WARFARE

The attacking army must suffer many penalties when attempting to destroy an army hiding behind its castle walls. No units in the attacking army may move past "Engaged" (consider the castle walls to be at the Heavily Engaged level) for a number of Battle Turns equal to the strength of the castle walls (GM's discretion). In general, a city's walls will fall within 4 Battle Turns. During this time, the defending army is free to fire at the attacking army without repercussions.

Shugenja units may target the castle walls directly with the shugenja-only Maneuver Arcane Fury. If not countered, the city walls will take one less Battle Turn to fall per attack. Shugenja can be the bane of a defending army. The defense should have a few units of defending shugenja to counterspell

the attacks. Shugenja units must get within archery distance to attack, so the threat can be easily neutralized.

A successful siege gains the victorious general an additional 2 Glory points and 2 Station (Warlord) points.

WOUNDS

Each unit heals one Wound per month of rest.

TERRAIN

The location of a battle can be just as significant regarding the battle's outcome as the combat itself. Apply these penalties and bonuses when fighting or moving through the appropriate terrain.

Constricted Terrain: The Defender is able to set the tone and pace of the battle, because the terrain is perfectly laid out for defense. During battles on this terrain, the Defender gains the first action on all Battle Turns.

Contentious Terrain: This terrain is beneficial to both sides, and must be held. If the army retreats from battle on this terrain, increase the ML of all troops by three.

Encircled Terrain: The entrance is constricted and only one unit may fight at the same time.

Dispersive Terrain: The Warlord is fighting in his own territory. Reduce the ML of all troops by one.

Entrapping Terrain: This terrain is characterized by mountains, forests, wetlands, marshes, and all other terrain where the road is difficult to follow. If the army moves faster than 5 miles a day, increase the TL and ML of all troops by five.

Heavy Terrain: The Warlord has deeply penetrated into enemy territory. If the army moves faster than 10 miles a day, increase the TL and ML of all troops by four.

Light Terrain: The Warlord has barely entered into enemy territory. If the army moves faster than 20 miles a day, increase the TL and ML of all troops by one.

Suspended Terrain: The terrain is such that retreat is difficult. To retreat from battle on this terrain, the Warlord must roll a Battle check at a DC of 20 (D20) or at a TN of 20 (D10). Each level of scout in the Warlord's army increases the roll by one.

Traversable Terrain: Many troops from both sides can move quickly through this open terrain. No penalties or bonuses.

THE TIDES OF WAR

The general makes his plans to accommodate for all things that might occur to his troops. He can adapt his tactics to better outwit his opponent, he can choose the terrain to engage the other army, and he can attempt to reduce random disasters by sending multiple scouts or adding recursion to his plans. However, there are always things beyond his control, which can come to unexpectedly aid or doom his army.

It is up to the GM's discretion when to make the player roll on these tables. A player may only roll on Battle Fortune Table 2 at the beginning of a Battle Turn. It is also the GM's discretion to cause the player to reroll if the result does not fit with the current situation in his campaign.

BATTLE FORTUNE TABLE 1

Off the Battlefield

- 1-5: Unexpected Blessing. Roll on Battle Fortune Table 3.
- 6-0: Disaster Strikes. Roll on Battle Fortune Table 4.

BATTLE FORTUNE TABLE 2

On the Battlefield

- 1-5: Unexpected Blessing. Roll on Battle Fortune Table 5.
- 6-0: Disaster Strikes. Roll on Battle Fortune Table 6.

BATTLE FORTUNE TABLE 3

Blessing Off the Battlefield

- 1: New Water Source
- 2: Skilled Quartermasters
- 3: Strategic Crossroads
- 4: Enemy Supply Route Found
- 5: Sympathetic Populace
- 6: Coward's Aid
- 7: Willing Ronin Found
- 8: Favor of the Court
- 9: Slaughter the Scout
- 0: Enemy General Fallen Ill

BATTLE FORTUNE TABLE 4

Disaster Off the Battlefield

- 1: Outmaneuvered in Court
- 2: Earthquake
- 3: Wildfire
- 4: Inaccurate Maps
- 5: Blocked Supply Lines
- 6: Plague of Rats
- 7: Rampant Disease
- 8: Slaughter the Scout
- 9: Peasant Vengeance
- 0: Strategy Leak

BATTLE FORTUNE TABLE 5

Blessing On the Battlefield

- 1: Turn of Fortune
- 2: Take the Initiative
- 3: Inspiring Duel
- 4: Unprepared Enemy
- 5: Enemy Plans Predicted
- 6: Strength in Numbers
- 7: Favorable Winds
- 8: Favorable Kami
- 9: Wounded Enemy Command Group
- 0: Enemy Army Breaks

BATTLE FORTUNE TABLE 6

Disaster On the Battlefield

- 1: Take the Initiative
- 2: Public Defeat
- 3: Ambush
- 4: Strategic Mistake
- 5: Natural Disaster
- 6: Shadowlands Outbreak
- 7: Unpredictable Kami
- 8: Dangerous Misjudgment
- 9: Command Group Wounded
- 0: Overextended Army

BATTLE FORTUNE TABLE 3

BLESSING OFF THE BATTLEFIELD

- 1: **New Water Source:** An army marching through enemy lands must rely on their supply lines and the resources found in enemy lands to sustain itself. Armies put a heavy strain on

the resources in any area, and it can be hard to find enough food and water to feed the troops. A new water source has been found, alleviating some worries about sustenance. If you have at least three levels of Scout, your Supply level increases by one until the end of the campaign.

2: **Skilled Quartermasters:** An army is nothing if it cannot feed itself, and it is the job of the quartermasters to keep all the soldiers fed and happy. These samurai must deal with the dirty details on what keeps an army moving. The quartermaster is an important job that is as often a political appointment. Luckily the quartermasters chosen for your army are competent and capable. Until the end of this campaign, you re-roll the result if you roll the Fortunes "Blocked Supply Lines" or "Plague of Rats." Accept the result if you roll it a second time. Also, you gain a +4 bonus on all Fatigue rolls.

3: **Strategic Crossroads:** Armies require roads to move efficiently across long distances. For example, the roads in the Lion lands are always kept clean and clear so that their armies could cross their provinces on short notice. Your army does not suffer movement penalties from terrain until next engagement. Requisitioned troops arrive 1 week faster until the second engagement from now.

4: **Enemy Supply Route Found:** Supply routes are generally kept secret and heavily guarded. An army's supply train is one of the most important things of an army. An army deprived of its supply train must forage to survive. Foraging off the land is risky at best, since one never knows if there are enough resources to sustain the army. This also puts the army in disfavor with the local populace, whose support could be crucial in holding enemy territory. If you separate at least two military units with a combined strength of five to guard the enemy supply route, the enemy loses two levels of Supply. All of the enemy's requisitioned troops arrive two weeks slower until they can break the blockade.

5: **Sympathetic Populace:** The heimin of Rokugan are usually docile and submit to samurai, whether they belong to their masters' Clan or not. Part of the local heimin, however, is sympathetic to your cause and is willing to help. A soldier cannot concentrate on the battle if his own family has turned against him. If you donate food and supply to the populace by losing one level of Supply for the rest of the campaign, the ML of the opposing army's troops is increased by one.

6: **Coward's Aid:** An enemy soldier is convinced of his army's destruction, and has decided to give your army crucial information in exchange for safety. If you pay the enemy soldier enough koku or equipment (GM's discretion, though one way of reflecting this payment is lowering Supply), you learn the location of the enemy army every night. However, be wary — there is no way to confirm the true affiliation of the traitor, and he might lead your army into an ambush.

7: **Willing Ronin Found:** Ronin form the backbone of many armies. Ronin can be found traveling all over Rokugan, most of them homeless. They are willing to fight for food, money, or a chance to regain honor. Ronin are ideal for generals; they are an easily disposable source of skilled warriors. You may at this time purchase as many Ronin units as you wish.

8: **Favor of the Court:** The Imperial Court, though far from the battlefield, is heavily influential. The approval of the Court can demoralize your enemies and inspire your troops. Soldiers fight well when they know that their cause is just. The ML of all your troops is lowered by one until the end of the next battle.

9: **Slaughter the Scout:** Without the information scouts give them, generals must estimate the terrain, the content of

the enemy forces, and everything else that might affect the upcoming battle. Your scouts have met and destroyed the enemy scouts. The enemy loses a level of scout if you have at least one level of scout.

0: Enemy General Fallen Ill: No man is immune to disease, and the enemy general has fallen sick. If your army pushes the advantage, the enemy will be forced to use sub par leadership for the battle. The enemy must stop for 1d10 days to wait for the general to recuperate, and if the opposing army enters battle before the general is healed, the TLs of all enemy troops are increased by three.

BATTLE FORTUNE TABLE 4

DISASTER OFF THE BATTLEFIELD

1: Outmaneuvered in Court: The Imperial Court, though far away from the battlefield, is heavily influential. The disapproval of the Court is demoralizing. The MLs of all your troops are increased by one until the end of the next battle.

2: Earthquake: Earthquakes occur frequently in Rokugan, and can devastate the makeshift camps that are made on the campaign. Precautions may be taken to prevent damage, but such precautions take much time and effort. Unless your army stops for 1d10 days and repairs the damage taken from the earthquake, permanently lose 1 level of Camp.

3: Wildfire: Measures are often taken to prevent wildfires near the camp. This Fortune has no effect if your army has at least one unit of Shugenja. You must stop for five days and temporarily lose 1 level of supply until the end of the campaign (sending back units to your Stronghold if you cannot support all your units). If not, you permanently lose 1 level of Camp, and all units lose 1 Wound.

4: Inaccurate Maps: Every corner of the empire of Rokugan is well mapped by the Imperial Cartographers. Their maps are given to all of the Great Clans, and are not always accurate. However, since the cartographers have Imperial jurisdiction, no mere general can contest their word. It is not uncommon to have inaccurate maps in a Great Clan's library. Unless you have at least 3 levels of scout, terrains doubly affect your army and you may not gain terrain bonuses. Penalties from terrains are doubled, and the army must move at half the required speed to avoid receiving penalties.

5: Blocked Supply Lines: The enemy has stopped your supply lines with skirmishers, saboteurs, and powerful units. You may separate half of your army to destroy any enemies harrying your supply lines (if a battle is appropriate here, Mass Battle occurs). If not, you must stop the army for 1d10 days. You may not requisition troops during this time.

6: Plague of Rats: You may choose to temporarily lower your Supply by one for the rest of the campaign. If you do not, all of your troops become Fatigued.

7: Rampant Disease: Disease is one of the biggest problems an army faces. Wounds get infected, water sources become toxic, and diseases travel quickly. Ignore this result if you have three levels of Medic. The MLs of all your troops increase by three. The TLs of all your troops increase by two. Whenever your troops take Wounds, they take one extra Wound. This effect goes away when your army has rested for a month at a Camp or rested for a week at your Stronghold.

8: Slaughter the Scout: Your scouts have been spotted and attacked by enemy scouts. You lose one level of scouts permanently. You may choose instead to lose two levels of scout until the completion of the campaign.

9: Peasant Vengeance: The heimin in this area actively oppose your army, harrying your troops and stealing food. The MLs of all your troops increase by one.

0: Strategy Leak: Because of a traitor in your midst, your army's size, location, and direction has been revealed to the enemy. Your opponent gains this knowledge unless your camp sentries or scouts catch the enemy attempting to gain this information. You may prevent this strategic leak if you have at least 3 levels of Camp or 4 levels of Scout.



BATTLE FORTUNE TABLE 5

BLESSING ON THE BATTLEFIELD

1: Turn of Fortune: Reroll on Battle Fortune Table 6.

2: Take the Initiative: A brash commander in the front lines takes the initiative. The bold maneuver inspires your troops to fight harder and better for the cause. Choose one of your units that is in the Engaged level. That unit must perform the Charge Maneuver. If the Maneuver succeeds, the MLs of all your troops decrease by one.

3: Inspiring Duel: A commander in the front lines challenges an opposing commander to a duel and wins. The sight inspires your troops and assures them of the power of their army. The MLs of all your troops decrease by two.

4: Unprepared Enemy: The enemy army has received false information, and is not prepared for your quick attack. You may choose to go first in the first Battle Turn. If you do, the battle begins with two of your units at the Heavily Engaged level.

5: Enemy Plans Predicted: The opposing army has begun to maneuver on the battlefield, and these maneuvers are familiar. You know how to perform the maneuver inside and out, and you know all the weaknesses of the maneuver. Make

a Battle check with a DC of 20 (D20) or a TN of 15 (D10). If the check succeeds, all of your units take one less Wound from enemy attacks for this Battle Turn.

6: Strength in Numbers: The sight of a horde of trained soldiers marching toward your position is fearsome indeed. Your army intimidates enemy soldiers merely through the size of your army. If you have more units than the opposing army, all enemy troops with ML higher than or equal to 7 must immediately make a Morale check. If you have more than double the units as the opposing army, all enemy troops with ML higher than or equal to 6 must immediately make a Morale check.

7: Favorable Winds: Ranged units rely on their luck and skill to hit their targets. They do not aim, but use the feel of the attack to strike the enemy. The winds blowing in your direction can allow your ranged units to devastate enemies. All of your units with Archery may fire into an additional level of fighting this Battle Turn (from Disengaged to Heavily Engaged, from Reserves to Engaged). All other rules of archery fire apply.

8: Favorable Kami: The kami are fickle, and few can explain their actions. For reasons that are beyond you, the kami choose to bless your endeavors. Any of your shugenja units may choose to spend this Battle Turn out of battle, beseeching the kami for their aid. If they do, Arcane Fury is Strength +2 until the end of the battle.

9: Wounded Enemy Command Group: The command group of an army is generally well protected from the battle. It stands near the battlefield to watch the clash and to send orders to its units. A wounded command group can deeply influence how the army operates because the units suddenly must make decisions for itself. You may choose to have one of your units in Heavily Engaged pass for the next two Battle Turns. If they do, the opposing army has an additional -3 penalty to all of their Maneuvers.

0: Enemy Army Breaks: Unexpectedly, the enemy army has become unstable and has broken rank. They have begun to retreat from the front lines of the battle. All enemy troops

units in the Heavily Engaged battle level take two Wounds.

5: Natural Disaster: A natural disaster on the battlefield adds another unpredictable factor into the outcome of the battle. Natural disasters have divergent effects on the battle, with earthquake and fire causing the most extensive damage. You must Pull Back or Retreat all your units to the Disengaged level of fighting by the end of this turn. If you do not, all your units take two Wounds.

6: Shadowlands Outbreak: The Shadowlands is a strange entity, and bubbles of the Taint appear in unpredictable places. The Taint drives soldiers mad; they lose their discipline and run rampant among the battlefield, killing any and all who stand in their way. The Taint affects one of your units within the Heavily Engaged level of fighting. You may voluntarily choose for that unit to lose two Wounds, and then make a Morale check. If you do, the unit has weeded out the Shadowlands corrupted amongst their ranks. If you do not, the GM gains control of the Shadowlands-Tainted unit.

7: Unpredictable Kami: The kami are fickle, and few people can explain their actions. For reasons beyond your knowledge, the kami have chosen to curse your endeavors. All our shugenja units may choose to spend this Battle Turn out of battle, beseeching the kami for their aid. If they do not, your shugenja may not perform the Arcane Fury Maneuver for the rest of the battle.

8: Dangerous Misjudgment: The enemy general has set up an insidious trap, and your units are in danger of being overwhelmed in traps. Make a Battle check with a DC or a TN equal to the number of your units in Engaged plus three times the number of your units in Heavily Engaged. If you fail, all of your units in Engaged and Heavily Engaged take one Wound each.

9: Command Group Wounded: The opposing army is doing its best to weaken your command group. Unless you keep one unit at the Reserves level for the entire battle (representing a unit of troops guarding the command group), you have an additional -3 penalty to all Maneuver rolls.

0: Overextended Army: You have chased the enemy too far, and have charged in too far amongst the enemy army. If you do not have any units in the Heavily Engaged level, this Fortune has no effect. If you do, you must Pull Back or Retreat all of those units and also pass with them the next Battle Turn. If you do not, those units take two Wounds each.

BATTLE FORTUNE TABLE 6 DISASTER ON THE BATTLEFIELD

1: Take the Initiative: A brash commander in the front lines takes the initiative. However, the foolhardy move against superior forces demoralizes your troops. Choose one of your units that is in the Engaged level. That unit must perform the Charge Maneuver. If the Maneuver succeeds, the MLs of all your troops increase by one. If it fails, the MLs of all your troops increase by two.

2: Public Defeat: A commander in the front lines challenges an opposing commander to a duel and wins. The sight inspires doubt and fear into your troops and inspires victory in the hearts of the opposing soldiers. All of your units in the Heavily Engaged level must immediately make a Morale check.

3: Ambush: The enemy has scouted your position and has set up an ambush at a location to his advantage. Unless you can find out in time, the enemy will have the upper hand for the battle. If you do not have at least three levels of scout, the enemy has ambushed you. The opponent gains the first action of the first Battle Round.

4: Strategic Mistake: Either your superior or a soldier closer to the battlefield has misread the battle and commanded an order that could prove fatal to your army. Make a Battle check with a DC or a TN of five times the number of your units in the Heavily Engaged level. If you fail, all of your

CAMPAIGN IDEAS

Warlords can be big power players within Rokugan. Rokugan is an empire with a bloody past, replete with territorial wars, inter-clan politics, and rivalries. As the one to lead the clan into battle, the Warlord can wield significant power in Rokugani politics. Out of the five Stations presented in this book, the Warlord is simply the most glorious. Artists romanticize them, the masses revere them, and daimyos depend on them for clan survival.

The principle responsibility of a Warlord is to defend his lands and to follow his daimyo's orders. His responsibilities revolve around combat; he must hone his troops into the best fighters possible, he must remain vigilant for signs of attack from neighboring enemies, and he must answer to his daimyo for the military might of the clan. Because of this, the Warlord is often only seen at his barracks to his daimyo's

castle to the field, and back again. The Warlord must constantly prepare even during times of peace, for the eventual spark of combat.

A Warlord answers to his daimyo for the army under his command. He must make sure that provisions have been set aside for his men, so that a supply train could be ready at any time for longer campaigns. He must make sure his troops are training, that sentries are being posted every night, and that no threats have arrived in his jurisdiction. The work piles up and a Warlord must learn very quickly how to delegate his duties to skilled quartermasters, lieutenants, and other qualified personnel.

Because a Warlord holds a crucial part of a clan's defense, it would hurt the clan greatly if even one Warlord were convinced to defect. Thus, conversation with samurai from other clans is generally frowned upon. When the Warlord has proven himself in battle, and has risen in rank and status, he can be invited into court, where he would converse with many samurai from different clans, including other Warlords.

Warlords are most likely to interact with other Warlords than any other Station. As officers in the same army, Warlords often discuss tactics and problems in their armies amongst themselves. Often, many lower ranking Warlords go into battle together and coordinate their troops to defeat the enemy. During a battle with multiple Warlords, the highest ranking Warlord makes the opposed Battle check to see who takes the first action during that Battle Turn. Each Warlord in the army controls the units that they have led into battle.

THE WARLORD AS HE RELATES TO OTHER STATIONS

PROVINCIAL GOVERNOR

The Warlord and the Provincial Governor work together quite well. The Provincial Governor oversees a stretch of land, containing a city, keep, or town and the Warlord oversees a small army. Though a city is most likely to have defenses of its own, the Warlord and the Provincial Governor interact when the Warlord's superiors send him to defend that portion of the province. They must work together to make sure their goals are reached, the Warlord's goal to defend the province and the Provincial Governor's goal to have a flourishing city. The Warlord's army would camp outside the city walls, and the two Stations would attempt to stay out of each other's way unless contact is needed.

However, things are not always peaceful between the two. Often, in this situation, the Warlord and the Provincial Governor are likely to clash over matters of jurisdiction. Perhaps the Warlord feels a particular mining expedition is too dangerous and orders it canceled. The Provincial Governor would feel threatened by the show of power, perhaps thinking that the Warlord would usurp all power from him and take it for his own. The presence of the Warlord's men exacerbates those feelings, for the Warlord could enforce all his laws with threat of force. When such feelings arise, conflict is imminent.

The Warlord and the Provincial Governor both have the province's best interests at heart, but employ completely different methods. The Warlord wishes to keep the province protected against enemies, and will do anything to achieve

that goal. The Provincial Governor wishes the province to flourish, and will do anything to achieve that goal. In the majority of cases both goals intertwine very well. A Warlord and a Provincial Governor will have to work hard to make certain that misunderstandings and power struggles do not force enmity between the two powers.

CHALLENGE

The local Provincial Governor is convinced that the Warlord has insufficient defenses for the province. He insists that the Warlord is sacrificing his province to the enemy to protect the neighboring city, one that produces more capital goods. Of course, the Warlord has done no such thing, and is doing his best to protect all cities under his jurisdiction equally. The Governor insists that additional troops be reallocated to defend his city.

FOCUS

To the best of the Warlord's knowledge, additional defense is not necessary for the city. To acquiesce to the Governor's wish, the Warlord must sparsely defend the other cities under his jurisdiction. However, if the Warlord chooses to ignore the Governor's complaints, the Governor is able to place a lot of political pressure and conflict on the Warlord.

STRIKE

The Governor has struck a deal with the neighboring daimyo, who has always been at odds with the Warlord's Clan. In return for diverting troops from the other city, the Governor would receive a dividend of koku from the enemy daimyo. The Governor is determined to get his way and will do anything to sway the Warlord's decision.

IMPERIAL AMBASSADOR

Imperial Ambassadors and Warlords tend to interact occasionally, but the consequences of their interaction could be extreme. Imperial Ambassadors travel from place to place, and generally the Warlord remains in his home province (with the exception of being in a campaign). The Ambassador only approaches a Warlord when he has a specific result in mind.

Mutual cooperation can be highly beneficial to both the Warlord and the Imperial Ambassador. The Imperial Ambassador can use the presence of the Warlord as a reminder that the Ambassador's negotiations have force behind them. Though this might be considered a vulgar, forthright move, the show of force is effective. The Imperial Ambassador can also rely on the Warlord to give him protection while traveling through enemy lands.

The Imperial Ambassador, in return, has a lot of political power that could end up being beneficial to the Warlord. The Ambassador is able to gift more resources and troops, more fame, and even more prestige to the Warlord. Doing the correct favors to the right people can promote the Warlord more than a lifetime's service in the military. Whether or not the Imperial Ambassador is that person is something the campaign will ultimately reveal.

CHALLENGE

The Ambassador asks the Warlord to be present during a meeting with two neighboring daimyos. The Ambassador was asked to be an impartial negotiator in a dispute over rights over a mine. Though the situation is less than ideal, the

Ambassador holds great political power, and it would be highly insulting were the Warlord to refuse.

FOCUS

The two daimyos have sworn to the Ambassador that they will listen to the Ambassador and refrain from war as long as the talks continue. However, the negotiations are not going well. The Ambassador wishes to force a settlement over the mining rights that neither daimyo wish to take. Tempers are beginning to rise, and accusations are being thrown from both sides.

STRIKE

The Ambassador is deliberately putting both daimyos at odds, subtly raising old prejudices to draw out the discussions. He plans on inflaming both daimyos so that they decide on going to war despite their past words to the Ambassador. Using that pretext he would get the Warlord to attack and hold the mine for his clan. Doing so would place the Warlord in a dangerous and untenable position, but the Ambassador will be hard to convince off his path.

MASTER SENSEI

The Warlord and the Master Sensei have many things in common. Both Stations require overseeing a group of young men and women as they train. Both Stations watch over their charges as they mature and grow into samurai worthy of the strictest master's pride. Both Stations are invaluable to their clan, for they are the ones who cultivate the clan's next generation of heroes.

Unsurprisingly, the Master Sensei and the Warlord generally interact on the best of terms. Both Stations respect the work that the other does, and both are most often found in their home province. It would be common to find a Master Sensei and a Warlord best friends. The Master Sensei trains his students to be ready for fighting, and the Warlord trains his soldiers to be ready for war. It is a natural progression for the students of a Master Sensei graduate the dojo to enlist to defend their city under the Warlord.

However, because both Stations are so similar, disputes could easily overtake the pair. A dojo is one of the prime places to find young samurai eager to fight and be of use to his clan. Thus, though the Master Sensei is the final word inside his dojo, a Warlord could attempt to pull rank and forcibly enlist his students. Such actions would naturally draw ire and begin a vendetta between the two. Likewise, a Master Sensei could intentionally keep his students out of a Warlord's army, depriving him of the skilled warriors he needs to do his duty.

Luckily, these disputes are for the most part the exceptions. It is far more common to see a Warlord discreetly send extra defenses to secure the dojo of his city, and a Master Sensei with his students bolstering the defenses of his city from the enemy.

CHALLENGE

A local Master Sensei, famed throughout the province for his dueling school, has asked the Warlord to apprentice one of his favorite students for a season.

FOCUS

The student has learned the theories of battle well, but he seems indolent and unwilling to apply himself in any way. He acts as if the everyday work of keeping an army disciplined, trained, and fed is beneath his pride. His pride does not

endear him to the rest of the officers, and one morning he is found with an arrow stuck through his throat.

STRIKE

No one is confessing to murdering the student, and no resolution is at hand. The Master Sensei will be highly angered when he hears of what happens; after all, students represent years and years of training and the culmination of a school's teachings. The Warlord must figure out who did what, and must figure out what to say to the Master Sensei to appease his anger.

KEEPER OF THE TEMPLE

The Warlord and the Keeper of the Temple have widely differing objectives. The Warlord wishes to protect his Clan from enemies, and is the master of the physical realms of life. The Keeper wishes to honor and revere a Fortune or kami, devoting his days to contemplation, peace, and enlightenment. Perhaps because of those differences, the two Stations cross paths occasionally.

A Warlord is likely to go to a Keeper for aid on all spiritual matters. Many samurai and bushi are devout, and wish to pray at temples and gain the blessings of a Keeper both before and after battle. The Warlord approaches the temple when he has the wounded and sickly healed. According to Rokugani culture it is dishonorable to touch blood and dead bodies, which is unavoidable in combat; the Keeper can bless the warriors so they can fight on with clean moral slates. When a soldier is too wounded or Shadowlands Tainted to serve, the Warlord is likely to ask a Keeper to take them in for the rest of their days.

Likewise, a Keeper is likely to go to a Warlord for aid on all physical matters. Temples tend to have religious idols and statues, which have monetary value, and bandits often attack temples. The Warlord's men can be helpful in repelling and destroying any such bandits. Also, the trained men the Warlord has at hand can be helpful in dousing fires, clearing avalanches, and helping out in the event of many natural disasters.

Most Keepers are not militant, but there are notable exceptions; during the Clan War, the Brotherhood of Shinsei rose together and fought the evil of Yogo Junzo's Army. Since many monks train their bodies in order to reach enlightenment, a militant Keeper and his brotherhood could be highly complementary to any Warlord's forces.

CHALLENGE

During the middle of a campaign in enemy lands, the Warlord decides to camp near a forest slightly off the main drag. It is the only decent cover available to an army in miles.

FOCUS

The Keeper of the local Brotherhood temple appears in the middle of the camp and begs to gain audience with the Warlord. He states to the Warlord that the forest is sacred ground, and that the Warlord must not camp there. The Keeper insists that the Warlord move his army away from the forest.

STRIKE

The Warlord must decide whether or not to accept the Keeper's proposition. If he takes up the Keeper's offer, the army would have no place to hide from superior forces. Refusing the Keeper would be eliciting ire from the Brotherhood of Shinsei.

CHAPTER FOUR

THE MASTER SENSEI

"No." The word was harsh and unforgiving in the early morning chill. "If you cannot feel the blade, you will never be a true warrior."

The assembled students said nothing, nor did they alter their poses even slightly. They were not young men, eagerly awaiting their gempukku and ignorant in the ways of the world. No, these men had served the Phoenix for years. They were seasoned veterans, experienced warriors who had seen battle countless times and never flinched in the face of certain death. They were samurai.

Which only meant that they were much poorer students.

"It is a simple thing to say that the katana is your soul," Shiba Taiji said. He walked among them as he studied their fighting stances. "What you must understand, what every samurai must understand, is that these are not simply words. It is not a platitude, created by poets and repeated because of its elegance. It is the truth." He stopped by a bushi he had been observing. "Do you believe it?"

"Yes, sensei," the man responded at once.

"Then why do you hold your blade so?" Taiji asked. He gestured towards the slightly slanted position of the man's katana where it crossed his body.

"It is the style my first sensei taught me," he answered. "I was taught at the Falling Wind Dojo in the Nejiro province."

"I am familiar with the Falling Wind style," Taiji nodded. "It is a common style taught in many of our family's dojo, designed to protect the student in their first few encounters."

"Sensei?"

"Unlike other clans, the life of every Phoenix warrior is precious. Each of you has a purpose in life, and it cannot be fulfilled if you die prematurely." He drew his own blade and held it before him, the position almost imperceptibly different. "Your blade is merely an extension of your arm. It is your arm. If you hold it to protect you, you will die. If you hold it as a weapon, you will fail."

The warrior frowned. "I do not understand."

"I know," Taiji said patiently. "But you will."

It was well past the evening meal hour when Taiji finally relented and dismissed his students for the day. It was tiring work, but fulfilling. The difficulty lay not with the students' abilities, for these men were among the finest and brightest in the Shiba armies. No, the problem was that they had become accustomed to their fighting style, and even the most attentive and willing student had difficulty changing habits that had been maintained for years. It was the most challenging work a teacher could undertake. That was why he had requested the duty.

Taiji retired from the dojo's main chambers to a smaller shrine off the main building. It was not devoted to any particular Fortune or ancestor, just a shrine where one could offer prayers. It was not heavily trafficked, particularly at this hour of the day, which was the primary reason Taiji preferred it. He did not have prayers that needed to be made, necessarily. He offered those during his morning and late evening rituals. He came here simply for the serenity.

Taiji knelt and placed his blade before him on the altar, then settled back and closed his eyes. He emptied his mind of all thought, but was interrupted after only a few minutes of contemplation by the sound of someone approaching. The unseen visitor stopped outside the shrine when they saw his back, then turned to leave.

"No," he said. "There is no need to leave. This shrine is open to everyone."

There was a moment of hesitation, and then another figure entered the shrine and sat a few feet down from Taiji, facing the altar. He recognized the younger man as one of his new students, the class he had been instructing throughout the day. This particular soldier was near the formation's rear, and had not stood out as a particularly good or poor student to Taiji's eye.

After a few moments, it became clear that the soldier was unable to concentrate, being distracted by Taiji's presence. The sensei smiled

inwardly. "Have you found the training to be as you expected?" he finally asked the younger man.

"No, sensei," the soldier replied. "I have been considering leaving the dojo."

Taiji raised his eyebrows slightly. "Really? Did you not request additional training from your commanding officer?"

"I did, sensei. He is the one who requested my position here. That is the only reason I have remained. I do not wish to dishonor him."

"Then why leave at all?" Taiji asked.

"I do not understand your philosophy," the soldier confessed. "The adjustments you instruct us to make to our basic techniques... I find them very confusing."

Taiji frowned. This was not the sort of thing he heard often from experienced students. "Tell me of your experience in battle, pupil."

The soldier stiffened at being called pupil, aware that this was a formal question between a sensei and student. "I was involved at the Battle of Ki-Rin's Shrine some years ago, although I was very young at the time."

"No," Taiji shook his head. "I want to know of your personal experience. What techniques did you use in battle? What seemed to come to you when the time was right?"

Now it was the soldier's turn to frown. "I do not think of my techniques in battle, sensei. I simply do what feels right. I follow my instincts." He looked down. "I have been accused of recklessness on the field of battle more than once, although my commanding officer speaks highly of my skill. I am not certain I deserve his praise."

Taiji rose and picked up his blade, considering his student's words. "Meet me on the assembly ground one hour before maneuvers." He regarded the young man for a moment. "Techniques are simply tools. They give a warrior the framework necessary to develop his own style. Few ever do. Your instincts guide you. You have the natural ability to grow beyond your training. I will help you, if you wish it."

The soldier drew back in surprise. "I do, sensei."

"Very well, then. Sleep well tonight. Tomorrow will be a difficult day."



TO BECOME A MASTER

The Master Sensei is the very epitome of style, grace, honor, and achievement. Samurai with the Glory and Status necessary to become the teachers of the prestigious dojo of the Great Clans have managed an awesome feat indeed. To be allowed to teach the younger generation (or, in some cases, even the older) the most secretive abilities of the clan schools is both a great privilege and an honor.

The following mechanics detail the greatest abilities that the title of Master Sensei has to offer. Each section deals with tools the player will need to outfit his Master Sensei so that he is able to better manage his dojo. A list of previously existing advantages that grant new bonuses as Station points is detailed followed by a new grouping of Master Sensei only advantages. New abilities for old skills are also included. Last, but not least, is a New Path and a Three-level prestige class for the Master Sensei — both of which can be entered at character creation. The information below does by no means limit the advantages or abilities that could be available to a Master Sensei and players and GM's alike are encouraged to create their own abilities to make their games more interesting.

SKILLS OF THE MASTER SENSEI

Some skills are far more important to the Master Sensei than would be others. A Master with high ranks in these particular skills will be more renowned and have more Station (Sensei) Points than the usual sensei. The following is a list of the basic skills needed for the Master Sensei to function and a detailed list of which skills a Sensei has that will grant him Station (Sensei) Points. For the purposes of teaching students Profession (sensei) (Wis) will be used for D20 and the High Skill, Instruction (Awareness) will be used for D10.

Note: In games where the players and Game Master are trying for a more realistic feel it is suggested that PC's be required to go through training to attain new feats/techniques. The usual time required will be about one month of training for either system. At the end of this period, the Sensei makes either a Profession (sensei) check at a DC of (25 — the student's Intelligence modifier) or an Instruction/Awareness roll at TN (25 — the student's Intelligence Trait). Success indicates that the character has attained his new technique or feat. Failure requires the student to train for at least one more week before testing again.

It is possible for students to get their training "out of the way" while traveling on the road if they can reasonably spend about 4 hours a day practicing. This helps keep a game from being all about "downtime" and allows the story to move along.

EXISTING TOOLS

The following charts detail the amount of Station (Sensei) Points a Master Sensei will gain for having important skills at high ranks as well as having existing advantages and feats. The term "primary skill" refers to the 7 (sometimes fewer) Starting Skills in D10 or all Class Skills in D20 a player has in the School or Class he is teaching from. In the case of a character with the Master Sensei prestige class or new path, primary skill refers to the 7 Starting Skills (D10) or all Class Skills (D20) granted therein. Only the Starting Skills or Class Skills

of one School or Class count for the purposes of gaining Station (Sensei) Points.

All of the following advantages and disadvantages are likely to exist on characters in your game. Those listed below are the most common that would raise or lower a Master Sensei's Station (Sensei) Points, but the list is by no means concrete. For example, a typical Crab would lose points for being Small, but a Hiruma Scout might not. Use your best judgment when determining exceptions to the rules below. Be careful not to grant or deduct more than one Sensei Point from a character for existing advantages and disadvantages.

TABLE 4-1: SKILLS & FEATS

Skill/Feat	Ranks	Additional Station (Sensei) Points
Skill: 1 Class Skill	10	+1
All Class Skills	10	+1
1 Know the School	10	+1
3 Know the School	10	+1
5 Know the School	10	+1
Profession (sensei)	10	+1
Profession (sensei)	15	+1
Feat: Skill Focus: Profession (sensei)	—	+2
Leadership	—	+2
Kata: 2 Kata	—	+1
4 Kata	—	+1
6 Kata	—	+2
8 Kata	—	+2

TABLE 4-2: SKILLS & ADVANTAGES

Skill/Advantage	Ranks/Clan	Additional Station (Sensei) Points
Skills: 1 Primary Skill	5	+1
All Primary Skills	5	+1
1 Know the School	5	+1
3 Know the School	5	+1
5 Know the School	5	+1
Instruction	5	+1
Instruction	9	+1
Advantage:		
Great Potential (Iaijutsu, Kenjutsu, Instruction, or Related teaching skill)	—	+2
Leadership	—	+2
Doubt	—	-2
Crab Hands	Crab	+1
Small	Crab	-1
Balance	Crane	+1
Greedy	Crane	-1
Ambidextrous	Dragon	+1
Missing Limb	Dragon	-1
Death Trance	Lion	+1
Low Pain Threshold	Lion	-1
Blood of Osano-Wo	Mantis	+1
Missing Eye	Mantis	-1
Irreproachable	Phoenix	+1
Contrary	Phoenix	-1
Clear Thinker	Scorpion	+1
Obtuse	Scorpion	-1
Luck (any amount)	Unicorn	+1
Lame	Unicorn	-1
Kata: 2 Kata	—	+1
4 Kata	—	+1
6 Kata	—	+2
8 Kata	—	+2

THE MASTER SENSEI (PRESTIGE CLASS)

There is no single school or dojo that a samurai attends to take on the great burden of teaching the next generation of samurai. However, there are common teaching techniques utilized by all great sensei that are passed down to future teachers. The following are abilities that have been refined since the dawn of the Empire.

Requirements: There are no special requirements to enter the Master Sensei prestige class.

Honor/Alignment: Any

Hit Die: d8

Class Skills: A master sensei's class skills (and the key ability for each skill) are Battle (Wis), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), and Tea Ceremony (Wis).

Skill Points at 1st level: $(4 + \text{Int modifier}) \times 4$

Skill Points at each additional level: $4 + \text{Int modifier}$

CLASS FEATURES

All of the following are class features of the Master Sensei:

Weapons and Armor Proficiency: Master Sensei gain no additional proficiencies.

Superior Techniques: You may now take any feat that requires the Master Sensei prestige class. In addition, you gain 5 Station (Sensei) Points at 1st level, 3 more at 2nd level, and 2 more at 3rd level.

Mastery of the True Method: The Master Sensei has the ability to gain a bonus to one of his class skills when making a skill check equal to his ranks in the Profession (sensei) skill. This may be used once per day plus one for every three character levels.

Focused Learning: Choose two of your class skills. You immediately gain one free rank in both of those skills (this may raise the skills above the normal maximum). Also, you always gain a +2 insight bonus to those skills for checks.

Teaching the Self: At 3rd level, the Master Sensei has reached the pinnacle of his teaching capabilities. He may choose any ability score and raise it by 2 points.

THE MASTER SENSEI (NEW PATH)

This new path is special in that it can be entered at any rank, including the first. In the case of a samurai who enters the school at first rank, a list of skills and a Benefit bonus has been included.

Technique Rank: Any

Path of Entry: Any rank.

Benefit: +1 Intelligence*

Starting Skills: If entering the Master Sensei new path at character creation, you must decide what your Path of Egress is going to be. You gain the starting skills of that school as if you had taken it at character creation. You must substitute one of the starting skills of that school with Instruction.*

Beginning Honor: 2.5*

Path of Egress: Any

Superior Technique: Upon attaining the Master Sensei New Path the character immediately gains 10 Sensei Station points and access to Master Sensei advantages.

Teaching the True Method: Once per day per insight rank the Master Sensei can choose to gain a bonus on a skill check equal to his ranks in the Instruction skill. This ability may only be used on the Starting Skills the Master Sensei has at character creation. Also, the Master Sensei may choose one of his starting skills. All future point costs to raise that skill are lowered by one.

Note: Students wishing to take the Sensei advantage when the Sensei in question has this New Path must pay one additional Character Point to do so.

Outfit: Special (You must know your Path of Egress before taking this New Path. You will gain the outfit of that school as if you had started in that school at character creation.)*

*(Non-applicable if entered after character creation)

FEATS AND ADVANTAGES OF THE MASTER SENSEI

NEW FEATS

All of the following advantages are restricted to the Master Sensei New Path.

BLESSING OF THE STARS (MASTER SENSEI)

Using training techniques imparted only to the wisest of samurai, you are able to reveal the true secrets behind the skills and techniques necessary to excel.

Benefit: Make a Profession (sensei) skill check with a DC of 25 — (the student's level). If successful, the student gains $(100 \times \text{student's current level})$ in experience. If this bonus would raise a character to the next level it instead brings him within 1 experience point. A student may only benefit from this ability once for every three character levels they attain. Also, gain +3 Station (Sensei) Points.

GLORIOUS SENSEI (MASTER SENSEI)

Word has spread far and wide that you are the greatest sensei in your dojo's ranks. Others praise your magnificent techniques and all know of the power of your style.

Benefit: You gain ranks of Glory faster than you should. Instead of the normal 10 boxes of Glory per Rank, you only have to achieve 8 boxes per Rank. You also gain +2 Station (Sensei) Points. You may not take the Silent Sensei feat.

TABLE 4-3: THE MASTER SENSEI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Superior Techniques (I); Mastery of the True Method
2nd	+2	+3	+0	+3	Superior Techniques (II); Focused Learning
3rd	+3	+3	+1	+3	Superior Techniques (III); Teaching the Self

LESSONS FROM THE LITTLE TEACHER MASTER SENSEI

Through your long and arduous studies you have unlocked the hidden secrets of the Little Teacher, Shinsei. Your wisdom is apparent in your every action and those around you can sense it.

Prerequisites: Leadership as a feat or class ability.

Benefit: People flock to you because your hidden knowledge. Gain a bonus to your Leadership score equal to your Wisdom modifier. Your cohort must still be at least two levels lower than your character. Also, gain +3 Station (Sensei) Points.

MASTER OF THE SPLIT MIND MASTER SENSEI

You have managed to impress the Sensei of another Great Clan or Minor Clan with your teaching and they have offered to allow you to not only study their techniques, but also teach them.

Prerequisites: Base Attack Bonus +6; at least four Clan Technique feats.

Benefit: Choose a Great Clan or Minor Clan. You are allowed to begin taking the Clan Technique Feats for that particular Clan. You may now teach Clan Technique feats to student's of the Clan that would normally be able to take them. You may not teach Clan Techniques to those outside the appropriate clan. Also, gain +3 Station (Sensei) Points.

SILENT SENSEI MASTER SENSEI

You are more accomplished than most, but your focus on study limits your ability to become famous despite your skill.

Benefit: You gain ranks of Glory slower than normal. Instead of the normal 10 boxes of Glory per Rank, you must achieve 12 boxes per Rank. You also gain +4 Station (Sensei) Points. You may not take the Glorious Sensei feat.

TEACHING THE DRAGON'S MIND MASTER SENSEI

You are able to impart a greater understanding of a particular skill using the Profession (sensei) skill. Knowledge of this particular ability brings you greater fame, as well.

Benefit: Make a Profession (sensei) skill check with a DC of 25 — (student's level). If successful, the student you are teaching may add a +2 bonus to all skill checks with that skill for the duration of one month. A student may only benefit from this ability once per (student's) level. Also, gain +3 Station (Sensei) Points.

NEW ADVANTAGES

All of the following advantages are restricted to the Master Sensei New Path.

BLESSING OF THE STARS

(4 POINTS)

Student's learning from you while you use this ability are made aware of secrets previously denied to them in a single skill. The Master Sensei must make an Instruction/Awareness skill roll (TN 30). If successful, the student gains one experience point to spend on a skill of the Master Sensei's choosing. A student can only receive this benefit once per (student's) rank. Also, gain +2 Station (Sensei) Points.

GLORIOUS SENSEI

(4 POINTS)

Word has spread far and wide that you are the greatest sensei of your dojo/school. Others praise your techniques and are familiar with the power of your style. This advantage makes it easier to gain Glory, but does not allow you to focus entirely on your school. You only gain +1 Sensei Point, but instead of having to achieve 10 boxes to reach the next rank in Glory, you only need 8 boxes. You may not take the Silent Sensei advantage.

LESSONS FROM THE LITTLE TEACHER

(3 POINTS)

Through your long and arduous studies you have unlocked the hidden secrets of the Little Teacher, Shinsei. Your wisdom is apparent in your every action and those around you can sense it. People flock to you because of this hidden knowledge. For the purposes of losing Glory due to Idleness, as long as you are teaching students or running a dojo, you are considered to be doing something that gains you Glory (thereby only losing 1 point per week instead of 3). Also, gain +2 Station (Sensei) Points.

MASTER OF THE SPLIT MIND

(6 POINTS)

You have managed to impress the Sensei of another Great Clan or Minor Clan with your teachings and they have offered to allow you to not only study their techniques, but also teach them. Choose a Great or Minor Clan. You are allowed to take the Multiple Schools advantage for a school in the chosen clan for 3 less points. You may now teach students from two different schools (although you may still only teach Clan Techniques to people from that Clan). You must work this advantage out with Game Master, just as with Multiple Schools. Also, gain +2 Station (Sensei) Points.

SILENT SENSEI

(2 POINTS)

You are more accomplished than most, but your focus on study limits your ability to become famous despite your skill. You gain ranks of Glory slower than normal. Instead of the normal 10 boxes needed to achieve the next rank of Glory, you need 12 boxes. Your focus on study grants you +3 Station (Sensei) Points. You may not take the Glorious Sensei advantage.

TEACHING THE DRAGON'S MIND

(4 POINTS)

You are able to impart a greater understanding of particular skills using the Instruction skill. Knowledge of this particular ability brings you greater fame, as well. To use this ability, make an Instruction/Awareness roll (TN 25). If successful, the student you are teaching gains the benefit of a Free Raise with that skill for the period of one month. Students may only benefit from this ability once per (student's) Rank. Also, gain +1 Sensei Point.

DOJO OF THE MASTER SENSEI (CREATION RULES)

While it is not unreasonable that a single great Master Sensei can spend his entire life on the road, it is a far more common occurrence that such great teachers settle down. The Dojo is the home of most Master Sensei, whether they are powerful daimyo or simply renowned wave-men. In the Empire, great men and women of the past used dojo to teach generation after generation ancient techniques. Where the Master Sensei represents the accumulated knowledge of a clan's techniques, the dojo represents the physical learning environment. Without the buildings it would be difficult for sensei to teach their students and because of this fact all dojo are treated with great respect.

To become a Master Sensei, one is not necessarily required to manage a dojo, but to gain the benefit of the vast majority of Stations Points (henceforth referred to as Station (Sensei) Points in this section) a samurai must take on a residence. Master Sensei are usually in charge of an entire dojo, but it is not unknown for a sensei in a powerful dojo — like the Kakita Dueling Academy — to only be in charge of part of a dojo. In either case, becoming a Master Sensei and teaching students is an important task granted only to the most loyal of samurai.

The Master Sensei Station is unusual in that it is more common for a new Master Sensei to take over existing dojo than it is for them to create one of their own. Where the Imperial Ambassador's network of spies has to be created from the ground up, it is possible for a Master Sensei to be put in charge of an already existing structure. This is not to say that the creation of new dojo is rare in Rokugan. It merely means that in some cases, when a player attains the position of Master Sensei and "builds" his dojo using Station (Sensei) Points, he is actually just taking over a dojo already created by the clan.

STATION (SENSEI) POINTS

Newly created Master Sensei gain an allotment of Station (Sensei) Points to spend on the creation of their dojo. These points can be used to purchase a variety of advantages for the dojo, such as location, size, and equipment. Unusual advantages for the dojo can be purchased with these points as well, such as reputation, special training chambers, or esoteric equipment. Over time, as the Master Sensei gains more Station (Sensei) Points, he can use them to improve the existing structure or simply purchase more advantages.

A newly appointed Master Sensei will not be able to immediately purchase exceptional advantages for his dojo. In fact, at the beginning, a Master Sensei may simply be put in charge of a small contingent of ashigaru, or be allowed to take over a tiny dojo at the edge of an unimportant province. However, with time and patience (and a few feats or



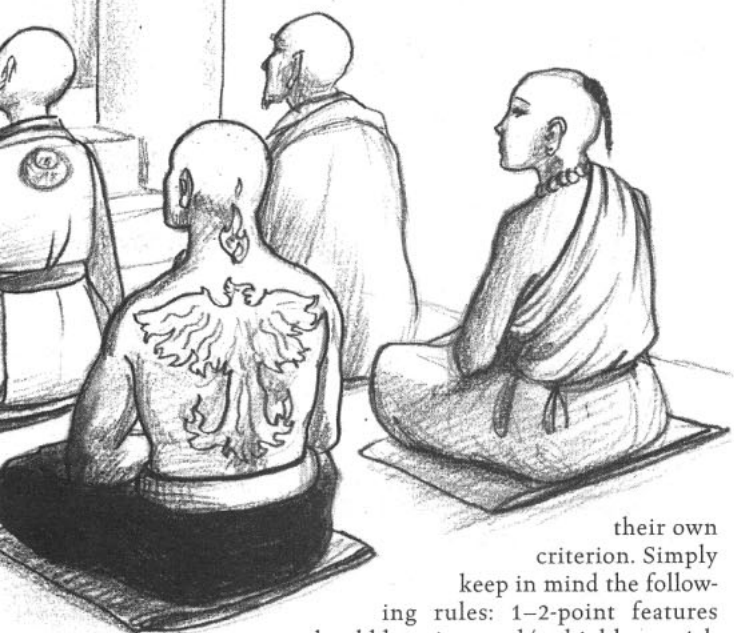
advantages, as well as Station) the Master Sensei will see his dojo and its contents become much greater than he could possibly imagine.

As a character gains Station (Sensei) Points he may either choose to spend them immediately, or keep them and attempt to "save up" to buy greater advantages. Usually, this will not be necessary, as most existing advantages can be added on to with later points (i.e. a 1-point structure can later be made into a 3-point structure by adding the extra 2 points). However, this is not always the case, especially where unusual advantages or circumstances are involved.

Some advantages that the Master Sensei might gain for his dojo will be attained through simple role-playing. These extra benefits (whether they be more money for equipment or more reputation because of great deeds performed) should not cost a player extra points. The flip side of this, of course, is the fact that unusual and disastrous events can happen to a dojo fairly easily. An earthquake can destroy the grounds as easily as an army can take over your entire structure and a simple word from a powerful courtier may end up replacing you with some other Master Sensei, so vigilance is suggested.

Note: When a dojo is first created the player is not restricted to how he may spend his points with one exception. At least 1 point must remain in "Structure" at all times to represent the actual buildings and grounds of the dojo. Also, other features may not have any greater than 2 points more than what lies in "Structure".

Also, because the following tables tend to be general, it is suggested that players and Game Masters alike come up with



their own criterion. Simply keep in mind the following rules: 1–2-point features should be minor and/or highly specialized. 3–4 point features should be consistently moderate or very useful in rare circumstances. 5 point features should be defining features. 6 or higher point features (if allowed at all) should be of the utmost power.

THE WINDS OF CHANGE

It should be noted that even though a Master Sensei might spend years developing a dojo, it does not mean that said dojo will always be around. Various influences ranging from political to martial or even simply natural occurrences can alter the face of a dojo. However, due to their importance to their clans, dojo tend to be quickly replaced or protected in times of great need. Lost dojo features are likely to be replaced quickly in all but the rarest of circumstances.

Most dojo features are going to be easy to replace if lost. Buildings can be rebuilt, location effects altered, and staff replaced. However, to represent any great catastrophe or loss in these features, the Game Master is encouraged to impose a simple 1–2-point penalty to certain features. This can be greater in extreme circumstances, but GM's are warned that

reigning down fire from the heavens and destroying your player's dojo is likely not going to encourage them to want to play. (As a general rule, assume restoring 1 Sensei Point in a single feature will take one month of game time. It is reasonable to assume that some different features can be replaced at the same time, in most cases.)

Less concrete features of a dojo, such as renown and unusual or esoteric equipment, will be slightly different. The reputation of a dojo will fluctuate depending upon the ability of the teachers and the renown of the students. These fluctuations will rarely be permanent unless a drop or raise in Station (Sensei) Points takes place. Unusual features, on the other hand, can be very easily lost and are sometimes so difficult to replace that they cost more than just Station (Sensei) Points (koku, favors, etc. may be necessary). These last features should be carefully protected and regarded when loss or gain comes into question. For a samurai to gain the extra benefit of "insurance" that will allow him to rebuild his dojo in times of stress, a player must spend at least one extra point in each Feature he would like to "insure." This extra point grants no other benefit.

DOJO FEATURES

All of the following features are merely examples of how to spend Station (Sensei) Points. They are going to be the most common types of expenditures, but the lists below are by no means all encompassing. Following the rules listed above, GM's and players are encouraged to come up with their own special additions to the features section.

STRUCTURE

Listed below are the basic types of structure with a few additional structure types to add on. As listed previously, at least one point in Base Structure must be purchased before any other Station (Sensei) Points are spent on creating a Dojo. If the Base Structure is ever totally lost, a Master Sensei must wait until his clan can rebuild it. If a ronin has created his own dojo and does not have the advantage of a clan's backing he can be considered to have backers with enough money to replace lost dojo at the same rate as a normal samurai dojo.

BASE STRUCTURE

1 Point: a tiny dojo, insufficient for permanent residence, but large enough to teach up to a dozen ashigaru or six samurai and in good condition. (Size of a large peasant home: dojo of a minor ronin sensei)

2 Points: a small dojo with room enough for a single sensei to reside there permanently, large enough to teach two dozen ashigaru or a dozen samurai and in good condition. (Size of an inn or teahouse: Dojo of Bitter Lies)

3 Points: a medium dojo with room for three to five sensei to reside permanently, big enough to teach four dozen of ashigaru or samurai alike and in good condition. (Size of a small military outpost: the common dojo that resides in any sizeable region of minor note)

4 Points: a large dojo with room for a teaching staff of multiple sensei and minor teachers, big enough for multiple classes to be taught (roughly six dozen) and in good condition. (Size of a large military outpost or a small castle: one of a dozen Matsu dojo scattered across Lion territory)

5 Points: a massive dojo with enough room for exceptionally large classes (eight dozen or less) and rooms for sensei to teach them and in good condition. (Size of a castle or larger)

ADDITIONS TO STRUCTURE

To purchase any additions to structure, a Master Sensei must have spent at least one point in Base Structure. Material features overlap one another.

MATERIALS

+1 Point: The Dojo is of better quality and design and will be resistant to damage due to weather or minor assault.

+2 Points: The Dojo is designed to be defensible and is made ready to hold off military assaults.

+3 Points: The Dojo is built with reinforced walls and/or some minor magical protections. Walls could also be there to specifically assure refuge from the outside world.

+4 Points: The dojo has walls that could defend an outpost or small keep and/or major magical protections.

+5 Points: The dojo has massive walls that could defend a castle and/or exceptional magical protections.

LIVING QUARTERS

+1 Point: The dojo has the ability to house more students and/or sensei. This grants either a single room (barracks) sufficient for a dozen men or two smaller rooms sufficient for a sensei each.

+2 Points: Housing is increased to allow for up to three barracks, six sensei rooms, or a single small sensei home. This overlaps previous points.

+3 Points: Housing is increased to allow for up to five barracks, ten sensei rooms, or two exceptional quality large sensei rooms. This overlaps previous points.

+4 Points: Housing is increased to allow for up to ten barracks, twenty sensei rooms, four exceptional quality large sensei rooms, or two entire houses for Master Sensei. This overlaps previous points.

+5 Points: Housing is increased to a large enough size to hold an entire class and its sensei for a Great Clan dojo or school throughout the year. This overlaps previous points.

LOCATION

The location of a dojo will very rarely change. Station (Sensei) Points spent in location can only be lost if the entire dojo is destroyed and not replaced. Location features do not need the extra point in "insurance".

1 Point: The dojo is on a major road, with little bandit activity.

2 Points: The dojo is located within a day's ride of a minor keep or military outpost and will gain the benefit of local military.

3 Points: The dojo is within sight of a minor keep, within said keep, or within a day's ride of a large castle.

4 Points: The dojo is inside or in sight of a large castle or military outpost. It may the center for the outpost.

5 Points: The dojo is inside a major Kyuden (huge castle) and is probably one of the more important structures.

SPECIALIZED LOCATIONS

These points can only be lost if the surrounding lands drastically change due to some catastrophic event. Points in this addition overlap.

+1 Point: A small waterfall (and lake or river) or bamboo forest is near the dojo. Limited game is available or it is located within a day's march of a small village.

+2 Points: A large waterfall (suitable for strength training) or large bamboo forest is near the dojo. The dojo is near another location of minor importance (shrine to a lesser fortune).

+3 Points: Multiple waterfalls, large bamboo forests, or areas of natural quiet and contemplation are located nearby. Possibly located in a naturally defensible location or near an important region (crossroads, major village or Small City).

+4 Points: Waterfalls, forests, and areas for quiet contemplation are abundant. Hidden in and out of the way (and hard to reach) locale, or close to a major important area (Temple to the Seven Fortunes, site of a great historic battle, etc.).

+5 Points: Waterfalls, forests, and areas of quiet contemplation are abundant. Can be secretly located (location known only to a select few and very difficult to reach), or so close to a powerfully important site as to not be easily threatened (mystical forest, most important shrine of a Greater Fortune or Kami, etc.).

STAFF

A dojo's staff of workers, teachers, and guards can be replaced at a normal rate. Points in Staff features overlap. A player must choose between the features listed at each point cost each time he spends points.

1 Point: 10 unskilled laborers (eta or minor peasants), 4 skilled heimin (carpenters, craftsmen, etc) or 1 young student (not yet 1st Rank or Level 1).

2 Points: A skilled student (Rank 1 or Level 1), 2 skilled ashigaru warriors, 4 guardians for the temple (probably samurai), a minor courtier/scribe, or any two 1 Point features.

3 Points: A master of a single skill relevant to the school, a skilled student of another dojo (in or out of clan), a renowned artisan (sculptor, gardener, painter, etc.) who makes works specifically for the dojo, or a minor (Rank 1 or Level 1) shugenja to bless the grounds. Any two 2 Point Features.

4 Points: A retired sensei (Rank 3-5, or Level 10-15) who serves as a training partner (of the same style), an important courtier or shugenja (Rank 2-3, or Level 7-10), a renowned artisan (especially a weaponsmith or armorer), or any two 3 Point features.

5 Points: A training partner of equal level to the Master Sensei (who has chosen to work with the Sensei instead of creating his own dojo), a renowned courtier or shugenja (Rank 3-5, or Level 10-15), an artisan renowned across Rokugan (a maker of Kakita Blades, exquisite armor, or fine equipment), a sensei trained in another clan's style (possibly even a shugenja), or any two 4 Point features.

REPUTATION

Without points in this feature, the dojo is relatively unknown and is not likely to be visited by any major personage in the near future. Reputation can fluctuate depending on the Renown of the dojo's students and sensei, but usually, it will stay at the same general point cost. Reputation can be lost or gained by great failures or triumphs (similar to cataclysmic events). Reputation features overlap with each other, but do not stack. A player may not buy any other feature at 5 unless he has at least one point in Reputation.

1 Point: The Dojo is known to all the settlements within a week's travel

2 Points: The Dojo is known throughout the Province.

3 Points: The Dojo is well known to all members of its clan.

4 Points: 3 or 4 Clans (the ones closest to it) know of the Dojo.

5 Points: The Dojo is known across the Rokugan.

ADDITIONAL REPUTATION FEATURES

- +1 **Point:** The Dojo is regarded as an excellent site to learn a particular skill related to the Dojo's teachings.
- +2 **Points:** The Dojo is one of the greatest sites to learn its particular school or style.
- +3 **Points:** The Dojo is a leading training center in the entire clan and is sent only the most promising students.

UNUSUAL RESOURCES

The following features depict unusual resources that do not exactly fit within other Dojo Feature areas. Some of these features (such as equipment) are not very unusual, but others can be rare or unique to a single structure. If lost, most unusual resources are not easily replaced and will take at least twice as long for a clan to restore to its dojo (if it can manage to do so at all).

1 Point: The Dojo has a small training hall (or outside locale) large enough for a single student to meditate quietly; a few minor works of art; a copy of an ancient text (such as Kakita's "The Sword", "Niten", or the Tao of Shinsei); or easily renewed fine equipment (boken, shinai, padding, etc.).

2 Points: The Dojo has multiple quiet training halls (or outside locales); dozens of examples of important artwork; multiple copies of major texts; or easily renewed fine equipment and some unusual equipment (such as rope climbs, striking posts, punching bags, and items for endurance training).

3 Points: The entire Dojo has a minor magical warding that allows for quiet training anywhere in the compound (or in specific outside locales); is a repository and major site for important works of art or has rooms sufficient to allow students to create artwork; easily renewed fine and unusual equipment and occasionally has special equipment (such as rare meditative incense).

4 Points: The Dojo has a major shrine located within its grounds and benefits from the blessing of a single minor fortune; a single training hall (or outside locale) enhanced with magic that promotes insightful meditation (useful for creation of new kata and techniques); an important location for a powerful school; or renewable fine, unusual, and special equipment and one piece of rare equipment (such as a Gaijin full-length mirror for "shadow fighting" training, or an original copy of an important document).

5 Points: The Dojo has a Crane Fantastic Garden or Dragon Puzzle Garden within its grounds; the entire structure is magically enhanced so that it promotes insightful thought and meditation (used for creation of new kata and techniques); multiples of exceptionally rare equipment; benefits from some powerful magical protection; or it is the main dojo of a powerful school (such as the Kakita Kenshinzen, or the Emerald Magistrates).

ALLIES

The Allies feature represents outside groups (aside from simply "your clan") that has a vested interest in your dojo. Allies in other dojo, schools, clans, or possibly even other nations (very rare indeed), can greatly benefit your dojo by reducing the time it takes to replace lost items. Allies can even grant you temporary boosts in the Staff and Unusual Resources features. These boosts effectively give you an advantage in Staff or Unusual Resources equal to the point cost listed. A boost can be used for 1 month per year per point in the Allies feature and anything chosen must be able to be moved (you cannot take the Unusual Feature "Fantastic

Garden" as a boost because gardens don't travel). A boost can be split into smaller Point boosts (a 3-Point boost can instead be a 2-Point and a 1-Point). Once chosen, a boost remains the same for a year, but may be changed the following year to a new type of boost.

Allies features overlap, but do not stack.

1 Point: A minor samurai or a large group of local heimin enjoy the presence of your Dojo and visit it often. Gain a 1-Point boost.

2 Points: An important samurai (possibly a noble) or traveling merchant regularly visits the Dojo. Gain two 1-Point boosts (which cannot be combined). Reduce replacement time for lost features to one month for every 3 points to be replaced.

3 Points: An important samurai from another clan, numerous traveling merchants, or some high-ranking member of your own clan regularly visits the Dojo. Gain one 2-Point boost. Reduce replacement time for lost features to two weeks for every 3 points to be replaced.

4 Points: An unusual spirit from another realm, multiple out-of-clan personages, a substantially wealthy merchant or merchant family, or a very influential member of your own clan pays visits to the Dojo very often. Gain two 2-Point boosts (which cannot be combined). Reduce replacement time for lost features to one week for every 3 points to be replaced.

5 Points: The Dojo has been blessed by a Fortune, a family daimyo from another clan, your own Clan Champion, or has a powerful "secret" ally (such as the Kolat or Gaijin) that considers it important. Gain a 3-Point boost. Reduce replacement time for lost features to one week, period.

NEW STYLES

There are many more options — some say duties — open to the Master Sensei aside from establishing a dojo. The physical structure is only the first step for a samurai who wishes to leave his mark on the Empire. Once the Master Sensei has established himself as a true instructor for his clan (or style) and has attained the right to found his own dojo, the true teaching begins.

This section describes some options open to new Master Sensei. The formation of new styles can be very basic — the creation of a new kata or set of kata — or it can be very demanding — forming your own techniques or even an entirely new school. The information below describes the often long and difficult process a Master Sensei (or potentially any samurai) must go through before he can claim the right to develop new techniques.

The main difficulty with attempting to create an entirely new style is the Rokugani emphasis on tradition. All clans have age-old techniques and basic styles that they pass on to each new generation and even the Master Sensei will have difficulty expanding on old schools of thought. However, each existing school had to come from some great teacher and it is not unknown for new sensei to prove their worth in this regard.

KATA

Kata are by far the easiest routines for the Master Sensei to create. A kata is simply a special practice maneuver learned by bushi and performed repetitively. Normally they are used as training exercises, but sometimes they function as a focus for meditation. Every school in the Empire typically begins its

training with a few minor kata. These basic formations are typically less than five moves and are designed to force a young samurai to learn the feel of his style. Other, more complex kata, are taught to higher-ranking students and have more practical applications in combat.

As mentioned before, kata are similar to techniques and each bushi school in the Empire claims its own unique group. There are some famous kata that have attained renown across the Empire and are taught to all students (such as the *Striking as the Elements* group and *The Thousand Years of Steel* — both in Way of the Samurai). Aside from simple training and combat ability, kata can also be flashy. A practiced bushi performing a perfectly executed kata can be a sight to rival even the greatest Rokugani artwork.

LEARNING KATA

To learn a new kata a samurai must spend as much time as he would to attain a new Technique or feat (typically left up to the GM). In addition, each kata requires prerequisites be met before they can be taught. Lastly, a kata requires a significant amount of spiritual energy to be expended by the bushi learning it.

In the d20 System, kata are a unique ability exclusive to Rokugan. They may require certain feats or class abilities as prerequisites, but are not themselves feats or class abilities. After the allotted training period, a bushi loses a set amount of experience (spiritual energy) to finally attain the kata.

In the L5R RPG 2E System, kata have a rank requirement to learn. Some clan kata specify a particular School Rank (such as Rank 2 Bayushi Bushi or Rank 5 Daidoji Harrier), but most will simply require a specific Insight Rank. After requirements are met and the allotted training period has elapsed, the character must spend Experience Points (or Character Points at character creation) to learn them.

PRACTICING KATA

To gain the benefit of any kata, a bushi must go through a preparation time. If this time is interrupted for longer than a minute, it is ruined and must begin again. All kata have a limited duration, but a kata can be extended for another full duration by spending three Void Points. A kata that ends instantly after an attack roll or other stimulus may not be extended in this way. The preparation time and duration are the same in both systems.

Because kata are precise, choreographed movements, a character may only be affected by one kata at a time, unless noted otherwise in the description. If a character wishes to cancel a kata's effects, he may do so with a moment's thought, but cannot regain the kata's benefits without going through a new preparation time. An unconscious character loses all effects of any kata currently on him. Lastly, a character may know any number of kata.

DEVELOPING KATA

There are a few basic steps in the formation of a new kata. First, the player and the Game Master must decide what the overall goal of the kata is going to be. Once the effect has been determined, the player should reference existing kata and see if his new kata is similar to those. Similar kata will share similar experience costs, preparation times, durations, and restrictions.

If the new kata is not reminiscent of an existing kata, the player should compare its abilities to those of existing Clan Schools. If a School is similar to the kata, attaining some Insight Rank in that School should be a requirement for attaining the kata (it is much easier for a bushi to create a kata similar to a kata he already knows or one that resembles his School). Of course, if the kata is entirely new and resembles no existing School or kata, its power level should be determined and an Insight Rank assigned as the requirement.

Lastly, the Game Master and player should decide upon the Duration, Preparation Time, and Experience cost of the new kata. Multiple factors listed below can alter these particulars. After you have determined all previous factors, refer to the table below as a guideline for assigning costs and

Desired Effect	XP Cost	Requirements	Duration/Prep. Time
+2 armor bonus/-2 penalty to 2 other ability checks	20	Ability requirement (no lower than 13+)	10 minutes/120 minutes
Cumulative +5 attack bonuses	2,250	Must be used with specific weapons; specific feats (3)	30 minutes/180 minutes
+1 to melee attacks/-2 to damage rolls	20	Ability requirement (no lower than 13+)	10 minutes/120 minutes
Attack bonus equal to _ your modifier of a specific skill	450	Void Use; specific weapons	15 minutes/120 minutes
+4 bonus to two skill checks/-2 penalty to two skill checks	1,000	Base Attack bonus of +2; 2 Ranks in a specific skill	20 minutes/60 minutes
Desired Effect	XP Cost	Requirements	Duration/Prep. Time
+5 to TN/roll 2 less dice for 2 Trait checks	2	Earth of 3 or higher	10 minutes/120 minutes
Lower opponent's TN by 15 and your own by 10	6	Must be used with specific weapons; Insight Rank 4	30 minutes/180 minutes
+2 to Initiative and 1 extra die on attacks/roll and keep 1 less die on damage	2	Fire of 3 or higher	10 minutes/120 minutes
Keep extra dice on attack roll equal to half another Skill	2	Void Use; specific weapons	15 minutes/120 minutes
+5 bonus to one Trait rolls/-2 penalty on all rolls in a certain situation	4	Insight Rank of 2 or higher in a specific School	20 minutes/60 minutes

requirements. Example kata can be found in the *Way of the Samurai* and other Oriental Adventures books.

TIME

Choosing the desired effect, experience requirements, special requirements, duration, and preparation time can be difficult. The easiest way to do so is to simply refer to existing material and balance your kata according to one of them. One thing that will not be listed under any kata, however, is the time it will take to create. A kata requires at least 6 months time to fully create (this can be lowered by 2 months for 1 Sensei Point to a minimum of 1 month). The bushi creating the kata needs to practice the kata for at least twice the listed Duration every day during this creation period. Of course, all previous requirements of the kata must have already been attained before the bushi can begin creation. At the end of the creation period, the player loses the allotted amount of experience (or pays it) and gains the new kata.

EXAMPLE KATA

Below is an example Kata (both from *Way of the Samurai*). Striking as Earth is a basic kata that requires little effort to learn.

Striking as Earth

Preparation Time: 10 minutes

Duration: 120 minutes

This simple kata draws on the vast inner reserves of Earth within the body. Just as Earth is shielded from harm, so does it often fail to perceive the world around it.

Requirements: Constitution 13+

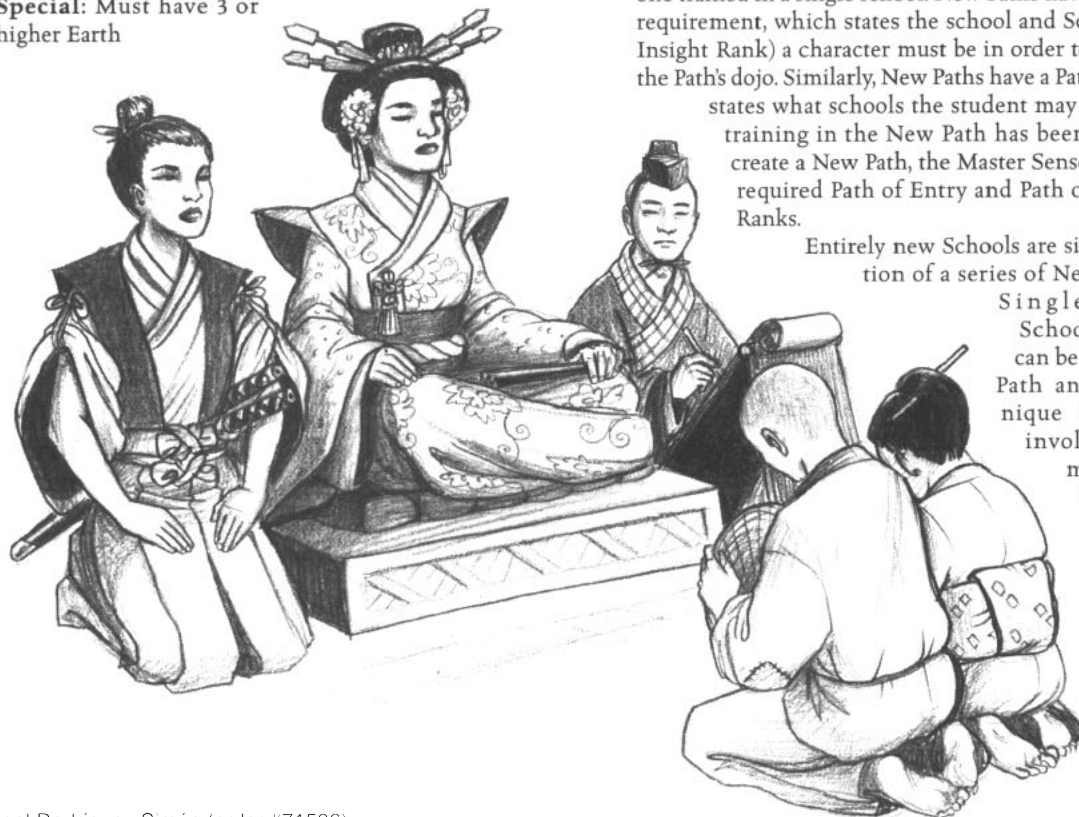
XP Cost: 20

Effect: You gain a +2 natural armor bonus for the duration, but suffer a -2 penalty to all Wisdom — and Charisma — related checks.

Rank: Insight Rank 1

Cost: 2

Special: Must have 3 or higher Earth



Effect: When using this kata, your TN to Be Hit is increased by 5, but all of your Awareness — and Perception — related rolls roll two fewer dice.

SINGLE-TECHNIQUES, NEW PATHS, AND NEW SCHOOLS

By far the most exhausting yet rewarding challenge a Master Sensei will face in his lifetime is the creation of an entirely new Technique or School. Only the most capable samurai are able to earn the honor of leaving this mark on Rokugan. The task comes easier to those of the Master Sensei Station; however, this arduous task is never regarded as "easy" by anyone attempting it.

The rules for creating New Single-Techniques and Schools have been adapted from the *Way of the Samurai* Oriental Adventures book. The system detailed below is restricted to the L5R RPG 2E System (or D10) and a brief summary on how to translate this information into the d20 System follows.

Unlike normal techniques, Single-Technique Schools will have an entry requirement (such as minimum Rings, Skills, or Honor) and cost a set amount of points (either Character Points or Experience Points) to learn the technique. Once these conditions are met, the character may learn the technique. Players wishing to learn these techniques do not require the Multiple School or Different School advantages so long as they meet the requirements.

New Paths are created in a manner similar to Single-Technique Schools, but usually require much different entry requirements. New Paths are a way of combining existing training styles to achieve a character with more diversity than one trained in a single school. New Paths have a Path of Entry requirement, which states the school and School Rank (not Insight Rank) a character must be in order to be accepted in the Path's dojo. Similarly, New Paths have a Path of Egress. This states what schools the student may attend once his training in the New Path has been completed. To create a New Path, the Master Sensei must have the required Path of Entry and Path of Egress School Ranks.

Entirely new Schools are simply a compilation of a series of New Paths and/or Single-Technique Schools. Before they can be created, all New Path and Single-Technique Schools to be involved in them must have already been attained.

REQUIREMENTS FOR CREATION

SINGLE-TECHNIQUE SCHOOLS

- **Rank:** A character must have Insight Ranks two Ranks higher than the Insight Rank of the Technique to be created. A Master Sensei can lower this requirement by 1 by spending 3 Station (Sensei) Points or by studying in his Dojo — which must be worth at least 20 Station (Sensei) Points.
- **Primary Skill:** The Primary skill that the technique will use (Kenjutsu, Battle, etc.) should be at least 7 Ranks.
- **Advantage:** The character must have the Great Destiny Advantage. A Master Sensei can forgo this requirement by taking the Master Sensei New Path, the *Lessons from the Little Teacher* advantage and studying in a Dojo worth at least 25 Station (Sensei) Points.
- **Time:** The character must spend a minimum of one-year perfecting the technique. No adventuring. Just practice and study in peaceful surroundings. A Master Sensei can lower this time by 1 month for every 2 Station (Sensei) Points spent for a minimum of 6 months.
- **Special:** The character must be finished with his current school, or must purchase the Multiple Schools advantage. A character with the Master Sensei New Path need only have a total Insight Rank of 5.

NEW PATHS

New Paths follow the same Primary Skill, Advantage, Time, and Special requirements as the Single-Technique School requirements. The Rank required to create a New Path is equal to one Rank higher than the Path of Entry.

NEW SCHOOLS

A character must have accumulated at least three or more Single-Techniques and/or New Paths that share three or more requirements. If two techniques require a certain attribute, but one has stricter (but non-conflicting) requirements — one requires 2 Honor or higher and the other requires 3 Honor or higher — these techniques are considered similar. In addition, the character must meet the following requirements:

- **Instruction:** The character must have at least 6 Ranks in the Instruction Skill.
- **Advantages:** The character must possess the Great Destiny Advantage. A Master Sensei can forgo this requirement the same way he can forgo the Single-Technique requirement except the dojo the Master Sensei trains in must be at least worth 30 Station (Sensei) Points.
- **Experience:** The character must spend 50 Experience Points. A Master Sensei can expend 1 Sensei Point and have it count as 5 Experience Points for the purposes of this requirement. He may only spend up to 5 Station (Sensei) Points in this way.

After all requirements are met, the character is ready to combine the different techniques into a single style. At this point, the GM chooses a Trait bonus he feels is appropriate for the new School (a Trait that is required by one of the Single-Techniques is a good choice). The creator does not gain this Trait bonus, but newly created characters that attend the school will.

The GM and the player must now determine a curriculum of 7 Primary Skills that all newly created Rank 1 students will learn. Any skills formerly required by the Single-Techniques are good choices. A skill that is not known by the creator of the School cannot be chosen. Truly specialized Schools may only 6 Primary Skills with one of them starting at 2 with the GM's permission.

The Ranks of the new School's techniques are determined in order of their former point cost from lowest to highest (in the case of a New Path, it falls into the Rank 1 higher than its Path of Entry) no matter what order the teacher originally learned them in. Characters who attend the new school need spend no points or meet requirements to learn its techniques. However, those who already possess techniques in other schools must purchase the Multiple Schools advantage as usual.

D20 System Technique Creation

The creation of single school technique, or even an entirely new 3–5 Rank School, in the LSR RPG 2E System does not easily translate into the d20 System. Most new techniques will translate into a single feat. Entire schools may be translated into either a series of feats (typically no more than 3) or become an entirely new Prestige Class of 3–5 levels. The creation of Prestige Classes is defined in the d20 System DM's Guide. The creation of new feats is relatively simple. Design the effects of what you wish the feat to do (this should be easy if you are seeking to translate a technique from d10) and compare its ability to an existing feat. Powerful feats that give a character multiple attacks or a high (+5 or more) bonus to a skill should have multiple requirements. Minor feats that grant a specialized bonus (+1 AC against one person) should have minimal, if any, requirements. The time required to create an entirely new feat will usually take at least 1-year game time. This can be lowered by 1 month per Sensei Point spent to do so (to a minimum of 6 months). During the creation period, the Master Sensei must spend at least 4 hours each day practicing and refining the feat to be learned. While it does not specifically take a Master Sensei to create new feats, only they gain the ability to reduce the creation time required. In addition, the creation time is further lowered by 1 day for every point spent in the Master Sensei's Dojo (this can reduce the creation time below 6 months).

THE DOJO

Unlike the creation of kata, and even schools, the creation of an entirely new dojo requires one very important thing: a physical structure. Where a school represents a specific philosophy of teaching the dojo is the actual site in which students learn their skills and abilities. The foundation of a new bushi dojo is a sacred right belonging specifically to those who have attained the Master Sensei station. Other samurai may serve as sensei in existing dojo — they may even be the masters of said dojo — but only a Master Sensei has the training and qualifications necessary to build a school of his own.

With that being said, not all Master Sensei are granted the right to establish their own dojo. First, the samurai must prove to his clan that he has attained complete mastery over style and

technique. She must then prove to the clan that she has something to offer by splitting away from the traditional teachings of a school that has been around for hundreds of years.

A large number of new dojo come into creation when a particular Master Sensei comes up with a brand new way of teaching a specific style. The split from the founder school can either be amiable or upsetting. In Rokugan's past, only a handful of schools have branched out due to infighting, but a few dojo that exist today were founded under those conditions. More often, after the Master Sensei proves her worth and the worth of her teachings, she is given charge of a dojo and told unceremoniously to get to work.

It is important to note that there is a distinct difference between the creation of a Dojo (the actual structure, location, etc. described in the Dojo Creation section) and the creation of a dojo for the purposes of gaining new benefits. A Master Sensei is not required to spend the time necessary to group together styles (or simply techniques, paths, and kata) simply because she has created a physical Dojo. The Master Sensei may instead choose to forgo dojo training and social benefits, but doing so restricts the Sensei from a multitude of special abilities and bonuses.

GAME MECHANIC REQUIREMENTS

The Dojo created by the Master Sensei with his Sensei Station Points serves as the physical structure in which the new dojo is housed. Once the Master Sensei has completed construction on his new dojo (or has officially taken over an existing dojo) he may begin the difficult process of creating a new style of dojo. It may take years for a Master Sensei to be able to meet this requirement.

In addition to the requirement of a physical location, a Master Sensei must meet prerequisites before his new style of dojo can be recognized and his students gain any benefits. The Master Sensei must have achieved at least 14 total character levels. Any character levels possessed by the Master Sensei that do not pertain to some form of martial training (e.g. the Courtier or Shugenja) do not count for this particular prerequisite.

The Master Sensei must possess all the Clan Technique and other feats that he wishes to utilize in the new dojo. Not all of the Master Sensei's feats need be used in the new dojo, however. The character must have 15 ranks in the Profession (sensei) skill to represent his teaching ability. A Master Sensei must be of a certain Glory Rank (6 or higher) in order to have achieved the recognition required to start the dojo. Samurai who do not have the Glory cannot persuade their particular clan that they are worthy of such an important task. Samurai without the other requirements simply are unable to even begin the process of teaching.

Lastly, there are requirements that the Dojo itself must achieve. The Dojo must have at least 5 Station (Sensei) Points dedicated to the Reputation Feature in order to be important enough to house the new styles. The entire dojo must have a total of no less than 30 Station (Sensei) Points dedicated to its construction. Any Dojo that cannot meet these requirements simply does not have the necessary attributes in order to begin the creation of an entirely new style.

In addition to the requirement of a physical location, a Master Sensei must meet a list of other prerequisites before his new style of dojo can be recognized and his students gain any benefits. The Master Sensei must have a total Insight Rank of at least 5. Any Ranks possessed by the Master Sensei that do not pertain to some form of martial training (e.g. any Courtier Ranks) do not count for this prerequisite. For example, an Insight Rank 5 Master Sensei (Matsu Bushi 4, Ikoma Courtier 1) would not be acceptable, but an Insight Rank 5 Master Sensei (Matsu Bushi 5, Ikoma Courtier 1) would be.

The Master Sensei must possess all Techniques, Paths, and Kata that he wishes to utilize in the new dojo. Not all of the Master Sensei's abilities need be utilized, however. The Master Sensei must also have at least 6 Ranks in one of his 7 Starting Skills AND the Instruction Skill. A Master Sensei must be of a certain Glory Rank 6 or higher) in order to have achieved the recognition required to start the dojo. Samurai who do not have the Glory cannot persuade their particular clan that they are worthy of such an important task. Samurai without the other requirements are unable to teach.

Lastly, there are requirements that the Dojo itself must achieve. The Dojo must have at least 5 Station (Sensei) Points dedicated to the Reputation Feature in order to be important enough to house the new styles. The entire dojo must have a total of no less than 30 Station (Sensei) Points dedicated to its construction. Any Dojo that cannot meet these requirements simply does not have the necessary attributes in order to develop an entirely new style.

OTHER REQUIREMENTS

After meeting the game mechanic requirements the Master Sensei is now ready to begin the long road to attaining benefits from his creation. The player and GM should determine basic notations on the dojo. All dojo have the following descriptors: Class/School restrictions, History, Traditions, Training, and a Sensei. The Class/School restrictions will be chosen from among the Master Sensei's list. The History section should be short, but needs to detail any important events up to the time of creation. The Sensei section simply details the Master Sensei himself.

Once basic descriptors are finished the player and GM need to decide the basic philosophy of the dojo. This determines the Traditions and Training descriptors. Traditions are detailed as any unusual ceremonies or festivals the dojo recognizes as well as relations to other dojo. The Training descriptor details the exercise regimen of the dojo. Training rarely delineates far from the original Class/School regimen.

Once descriptors are met the Training and Social Benefits that graduates of the school will gain should be created. Benefits only apply once a dojo is fully developed. As soon as dojo creation begins, the Master Sensei loses any previous dojo benefits, but does not attain his new benefits until time requirements for creation are met.

Training Benefits develop over the course of 2 years. This time may be reduced by spending 1 Sensei Point to lower it by 2 months to a minimum time of 1 year. During the development period, the Master Sensei is required to devote a large portion of his time personally training students (at least 2 weeks of every month).

After the Training Benefit time requirement is met, the Social Benefit will begin. The Master Sensei no longer needs to be personally instructing students at this point (although it is suggest for role-playing purposes). To attain Social Benefits the Master Sensei, his subordinate sensei, and his students must spread the word of their style throughout the Empire over the course of 3 years. This time is reduced by 1 month for each student that attains a Glory Rank of 6 or higher. It may be further reduced by 2 months by spending 1 Sensei Point. Total reductions cannot reduce development time below one-and-a-half years.

Once all Benefits are gained, the dojo becomes is officially recognized. It is not uncommon for a Master Sensei to achieve some Glory or Status bonus because of this achievement (typically, no more than 3 points).

MECHANICS OF THE DOJO

The majority of the material above describes simply how to create a dojo. The actual benefit of the dojo, however, is described below. For examples of existing dojo and more Social/Training Benefit bonus ideas refer to the Way of the Samurai, the Way of the Shugenja, or numerous other Oriental Adventures books.

SOCIAL BENEFIT

This describes the reason behind the school's particular benefit. For example, the Kakita Dueling Academy gains a Social Benefit because they are the most renowned practitioners of the Iaijutsu style. Other dojo would gain Social Benefits according to their studies. A list of possible benefits and restrictions on when they come into play follows.

Bonuses

- +5 circumstance, enhancement, or competence bonus in up to 2 skills
- +2 circumstance, enhancement, or competence bonus for all skills using a particular ability score
- Gain an additional class as a Favored Class.
- Ability to add half of one skill modifier as a bonus to another skill
- Ability to take certain feats or prestige classes
- An extra Void Point to spend once per day

Restrictions

- When dealing with people of lower Glory Rank and/or level
- During the first round of combat or only in the first meeting
- Only during combat or a specific social setting
- When dealing with members of a specific group (race, clan, etc.)

Bonuses

- An additional die to roll, but not keep
- Treated as if your Glory Rank were one higher
- A Free Raise in certain situations
- Ability to use one skill in lieu of another
- An extra Void Point to spend per day
- Ability to take enter a New Path or Advanced School

Restrictions

- When dealing with people of lower Glory Rank and/or Insight Rank
- During the first round of combat or only in the first meeting
- Only in a specific social setting
- When dealing with members of a specific group (race, clan, etc.)

TRAINING BENEFIT

This describes the reason behind the school's particular benefit. For example, the Kakita Dueling Academy gains a competence bonus equal to half his Iaijutsu Focus modifier (round up) to all Intimidation checks with other members of the Samurai class. Other dojo would gain Training Benefits according to their studies. A list of possible benefits and restrictions on when they come into play follows.

Bonuses

- +5 Initiative Bonus
- +2 circumstance, enhancement, or competence bonus for all skills using a particular ability score
- +5 circumstance, enhancement, or competence bonus in up to 2 skills
- Ability to switch Initiative with someone else
- A bonus Craft feat
- An extra Void Point to spend once per day

Restrictions

- During the first round of combat only
- Once per day
- Can only be used with specific weapons/equipment
- When dealing with members of a specific group and/or class

Bonuses

- +5 Initiative Bonus
- A Free Raise
- Add Insight Rank to TN
- Bonus to one skill equal to the ranks in another skill
- Ability to use a different Trait for specific skill checks
- An extra Void Point to spend once per day

Restrictions

- During the first round of combat only
- Once per day
- Can only be used with specific weapons/equipment
- When dealing with members of a specific group and/or class

CAMPAIN IDEAS

This section describes some basic ways of running the Master Sensei Station in a game. Using important Stations will alter the theme of the game considerably. Suddenly, the previously behind the scenes aspects of the game rise to the forefront. Creating a dojo, training students, and developing new techniques take time, effort, and no small amount of downtime. However, simply because a player wishes to take on the role of Master Sensei does not mean that the game has to skip months at a time in order for him to continue playing. There are numerous ways that the Master Sensei can interact with other members of his own, or other, Stations.

Detailed below are two sections. The first takes some of the information detailed in other parts of this chapter and gives examples as to how to use them in a game. This section also describes how a Game Master might utilize the relationship between the Master Sensei and other important Stations. The second section details a few adventure ideas in the typical Challenge/Focus/Strike format.

TOOLS OF THE TRADE

This section takes examples from the previous chapters and gives examples of how a Game Master can use them in a story.

ADVANTAGES AND FEATS

- **Teaching the Dragon's Mind/Blessing of the Stars:** Both of these abilities are fairly easy to work into a game. Each allows the Master Sensei to grant unusual benefits to students serving under him. Once word of the Master Sensei's capabilities gets out it is possible that influential NPC's will begin sending their students to train under the Sensei. The Master Sensei's own Clan Champion might be interested in having his personal guard study the Sensei's techniques. This opens the door for all sorts of interactions between the Master Sensei and NPC's inside and outside of his own clan.
- **Glorious Sensei/Silent Sensei:** A Master Sensei with either of these advantages is slightly altered in the way other people view him. A Sensei with the Glorious Sensei advantage or feat gains Glory more quickly and word of his technique (and its quality) becomes commonplace. This might cause unnecessary situations in which the Master Sensei is in over his head. Perhaps a rival dojo seeks to bolster its own reputation by defeating students from the Glorious Sensei's dojo.

A Sensei with the Silent Sensei advantage or feat will have the opposite problem. Instead of his technique being a topic of everyday conversation he will be lucky if anyone recognizes him as an advanced martial artist. The Sensei will have difficulty gaining audiences necessary to present his magnificent style to superiors. He will also find it hard to attract students (they simply have not heard of him) or gain influences he needs to make his dojo more cohesive.

- **Master of the Split Mind:** This advantage or feat opens the way for all sorts of inter-clan activity. A Master of the Split Mind has obvious ties to one clan and this may allow him to "trade" students back and forth while working with said clan. The GM may decide that the Master Sensei must interact with another Master Sensei (or possibly another Station) from the clan he seeks to ally with in order to take the feat or advantage. Even after the feat has been attained, the Sensei will find that his association with the other clan can have bad effects as well as good (suddenly, the ally's enemies become your own).
- **Lessons from the Little Teacher:** This advantage or feat implies some minor form of enlightenment having been attained on the part of the Master Sensei. This will attract figures seeking enlightenment (probably Keepers, monks, ise zumi, shugenja, but nearly every class seeks the words of Shinsei). Having this advantage might even begin to attract supernatural notice in the form of spirits (both dark and light), Oracles, or even the Fortunes themselves.

THE DOJO

Game Masters should keep in mind the myriad of possibilities open to them once the player decides to use his Sensei Point in creation of a dojo. Simply having the points necessary to create the most magnificent Dojo in existence does not

guarantee the player that his character has the money to actually create it. Structure and Unusual Resources features may require many campaign adventures such as trying to convince a Kaiu to sell you good materials or a Unicorn to part with a few mirrors. Location can be difficult if the area where the Sensei wishes to build his dojo belongs to someone else or is potentially dangerous ("Good evening, Mirumoto-sama, I would like to build a permanent structure full of fledgling bushi under my direct command inside your city.") The Renown feature is almost entirely up to the Master Sensei to foster, but some groups can help spread the word (such as the Imperial Ambassador) and get you audiences with people to see your techniques. Staff is relatively simple, but might require some maneuvering to attain especially prominent or well-trained sensei. The Allies feature is by far the most useful to a Game Master as it opens the way for all sorts of interactions with other groups (especially other Stations). This feature is described in more detail in the next section.

ALLIES AND OTHER STATIONS

- **The Governor:** The Master Sensei is not usually involved with the Governor unless his Dojo lies in or near the Governor's province or city. Having a Governor's walls your Dojo can be quite comforting for a Sensei, but it also opens the way to dozens of problems. Also, the Governor will usually be quite pleased to have a Master Sensei in his city that he can send his own guards and ashigaru to in order to become better trained. Once these two begin interacting, they will probably become nigh inseparable from one another and will consequently share the enemies and difficulties of their ally.
- **The Imperial Ambassador:** Interactions with the Imperial Ambassador Station can be difficult, as these two Stations are the farthest from one another. Every other Station teaches or leads in some regard. However, this does not mean that the two cannot share common alliances in a game. The obvious choice would be to have the Master Sensei become the Ambassador's yojimbo. It is not uncommon for family daimyo or even Clan Champions to take on this role (the Shiba Champion of the Phoenix has traditionally been considered the yojimbo to the Elemental Masters of the Isawa). The Master Sensei can use the Ambassador in other ways, as well. What better way to spread the word of your dojo than to convince an Ambassador to do it for you? Also, the Ambassador has access to the most important members of the Imperial Court and can easily arrange for displays of skill to take place in front of the appropriate audience.
- **The Keeper of the Temple:** The Keeper typically favors relations with the kami and the spirit world to that of students, but some Keepers do create their own dojo. Where a Sensei might make a new Single-Technique, the Keeper is responsible for creating nemuranai and spells. Sensei may assign their students as defenders of the Keeper's Temple. They might also arrange for a Keeper's student to reside at the Sensei's Dojo in order to better teach spiritual philosophy. Sometimes, the two Stations will interact more heavily and actually train alongside one another (see the *Mirumoto of the Dragon* and the *Shiba of the*

Phoenix). These two Stations have the most compatible mindset: one of meditation and constant learning.

- **The Master Sensei:** Dealing with other Master Sensei can be beneficial and detrimental to the player. Having another Sensei help you create new kata, technique, or dojo can save time, but it also opens the way for sabotage. Many Master Sensei create open rivalries between one another and constantly seek to prove their technique superior to the other's (the Kakita and Mirumoto families have had a friendly rivalry of this nature going for centuries). The organization of a massive tournament (such as the Emerald Championship or Topaz Championship) might become the focus of interaction between multiple Master Sensei from an assortment of clans.
- **The Warlord:** The Warlord and the Master Sensei are different sides of the same coin. The Sensei teaches students their techniques and the Warlord utilizes those same students on the field of battle. Because it is assumed that the Master Sensei has a constant cycle of new students, it is easy for the Warlord and the Sensei to make deals with one another. Perhaps the Sensei's students go directly into the Warlord's army? The Master Sensei might utilize some of the Warlord's better trained soldiers in the defense of his Dojo. Unless the Master Sensei is highly pacifistic, these two Stations should interact quite often.

CHALLENGE/FOCUS/STRIKE

This section details a few adventure ideas in the traditional Challenge, Focus, Strike format used in previous books. The Challenge will depict the setup of the adventure hook. Focus will detail some problem that will occur in relation to the challenge. Finally, the Strike will detail the real information — the secret behind the hook. These are only basic examples for the Master Sensei, but can be used as models for other such adventure ideas.

TOO MUCH, TOO SOON

CHALLENGE

Word of a new style you are creating (Technique, School, New Path, or kata) has reached the ears of your Clan Champion. The Champion's courtiers begin spreading the word of this new technique even before it is finished, thereby giving you a reputation (2 Glory boxes).

FOCUS

In court, one of the Champion's courtier's word is challenged in regards to the creation of your new style. The courtier was vehement in his defense of your dojo — so vehement, in fact, that a formal challenge was declared in court. The Champion expects you to arrive in court within the week in order to have your students display your style before the assembled masses.

STRIKE

The style is not yet finished and displaying an unfinished product in court can be devastating. Do you refuse the Champion's request, thereby losing the reputation his courtier's have earned for you and possibly making him lose face? Do you send unqualified students in before the court and watch them fail as they perform an unfinished technique? Do you accept personal responsibility for your attempts to perform the technique — accepting the consequences of failure and

stain on your honor? (PC's might be rewarded with clever thinking by gaining Station and/or Glory).

WEALTH AND POWER

CHALLENGE

The character's dojo lies very close to the home of an influential, but dishonorable courtier. It is early spring and a missive arrives from the courtier asking the character for an audience.

FOCUS

When the PC arrives, the courtier informs him that a rival (from the clan or from outside the clan) is seeking to take over the courtier's province with force. Bandits raid, small skirmishes assault his guards, etc. He would like the Sensei to train some of his men or possibly even send some of his own students to help protect the region harm. He is willing to pay a large amount of money and spread word of the Master Sensei's renown throughout the courts.

STRIKE

The courtier's offer should entice the PC in question. However, should the PC allow his students or his sensei to train the courtier's men he will gain a reputation for consorting with the dishonorable man. Also, it is quite possible that the courtier's rival will take it as a personal affront and begin directing his assaults on the true threat: the Master Sensei. Of course, the Master Sensei can refuse and maintain his honor, but doing so will provoke the ire of an influential courtier.

WOUNDED FROM WITHIN

CHALLENGE

A former student of the Master Sensei arrives in the Sensei's dojo with an entourage of young students. He informs the player that he is on his way to becoming a Master Sensei within his own right. Before he begins training his students, however, he would like to show them a true master's teachings.

FOCUS

Within two days of the guest student's arrival at the dojo, minor difficulties begin occurring. Equipment goes missing and gets broken more easily, training accidents increase dramatically, some of the Master Sensei's students begin brawling with one another in the dojo, etc. In one week's time, the Master Sensei's direct superior is going to be visiting in order to check on the maintenance of the dojo. If he arrives and sees the current state of affairs, the Master Sensei will be in dire straits.

STRIKE

The former student and his entourage are actually a high-ranking Shosuro actor and a group of Bayushi Saboteurs. The Master Sensei's dojo has been targeted by the Scorpion for "acquisition". The Scorpion will weaken the Master Sensei's position so much that when the Sensei's superior arrives he will question the Sensei's worth. The actor will then insinuate that he could run a smoother dojo and is already familiar with the techniques. He might even arrange to challenge the Master Sensei (using spells, poison, etc. to even the odds) and try to murder him. Will the Master Sensei find out about the plot, or will he succumb to the depredations of the Scorpion Clan and lose his status, his dojo, or even his life?

CHAPTER FIVE:

KEEPER OF THE TEMPLE

The atmosphere at the temple was always calmest later in the evening. The pilgrims and visitors had departed for the day, and the shugenja and monks attending the various shrines had completed their duties but not yet retired for the night. It was a time of quiet contemplation and scholarly discussion. The ancestors were with their descendants always, of that Kitsu Samatsu was certain, but she felt strongly that the barriers between the mortal world and the Realm of Blessed Ancestors was thinnest at this time of day.

Samatsu walked quietly through the endless corridors in the Temple of the Western Wind. It was a large temple, although not particularly well-known. Its presence near the Lion-Unicorn border had brought it much more attention in the past year, and Samatsu was not entirely certain that this was a good thing. On the one hand, she was fiercely proud of her clan and their accomplishments in battle, and she had no question that the Lion would prove victorious and justify their claim to the City of the Rich Frog. On the other hand, however, she had grave doubts that the many soldiers who passed through the shrine were truly pious in their devotion, and she feared that the revered ancestors would grow wrathful at the false piety so often shown by soldiers during times of war.

Still, there was no denying that sometimes soldiers who came to the temple as men of war left as men of peace. It was not for any mortal woman, even one who held as much power as she did, to question the will of the ancestors. It was their purpose to guide and direct their descendants. Her purpose was merely to teach others to accept that guidance.

Samatsu exited the temple's easternmost doorway and stepped into the garden. It was not particularly large, considering the size of the temple, but then the Lion had never been overly concerned with such adornments. She was looking forward to a brief moment of personal contemplation in the serene garden, but stopped suddenly

in the doorway as she took note what was transpiring before her.

Four students were present in the garden. Samatsu recognized each of them from her more advanced classes. Three of them were easily among her most gifted pupils, and it was not unusual to find them meditating and communing with the kami in odd locations throughout the temple. The fourth, however, was a young man named Jimaru. Jimaru was not particularly gifted with regard to magic, and in truth Samatsu had often wondered how the young man had managed to receive an appointment to the temple. He was breathtakingly intelligent, however, and managed to compensate for his limited ability with the kami with sheer ingenuity and cunning. It was difficult not to admire him for his sheer tenacity. Samatsu believed that there was perhaps some greater potential that slumbered deep within the man's soul, and was working toward a way to help him awaken it. It fell to her as her duty as the temple keeper, and as the young man's sensei.

The keeper smiled. She had taken only a single class of students, eight in all. Even that was somewhat unorthodox, and there were those who whispered that she was derelict in her duties by devoting anything less than her utmost attention to the temple alone, but Samatsu believed the opposite was true. The temple was a symbol of her family's faith, just as the younger shugenja were the reincarnation of great heroes from the past. Teaching was a sacred duty every bit as much as the rituals she oversaw on a daily basis.

Jimaru was showing the other students a scroll and gesturing about the garden. The others looked skeptical, but one was nodding in agreement. Not wishing to approach any further and reveal herself, Samatsu whispered a short prayer to the air kami, bringing their voices across the courtyard to her as clearly as if she were standing in their midst.

"I have reservations," one student observed cautiously. He was among the more talented students, but his inflexible way of think-

ing had hampered him considerably. "This is not how the rituals were intended to be used."

"Agreed," Jimarú nodded. "But I've done the research, and there is nothing to suggest that this will not work. The principles are the same, it is merely a difference of application."

"I understand the idea," another offered, "and I must admit it's intriguing. I understand the benefit for you, as well as the risk, but what does this enterprise offer us?" Samatsu frowned somewhat at the question's self-concerned nature, but was curious as to what the response would be.

"Insight," Jimarú replied, drawing a slight smile from Samatsu. "If this is successful, it will open up endless possibilities."

The final student nodded again. "Explain it once again, just so that we can be certain."

Jimarú folded his scroll and rubbed his hands together eagerly. "It is a communion ritual, just like the keeper conducted with us in class. Each of you will reach out to the kami, but direct your energies through me. You will hone your abilities by acting through a focus, and your energies may help me in improving my..." he paused for a moment and frowned, "...my admittedly limited abilities."

The other students considered the offer for a few moments, asking questions about minor details just to familiarize themselves with the process. Finally, they were all in agreement. The three took up positions facing one another with Jimarú in the center. They all sat in the garden and began meditating, marshalling their energy for the ritual.

Samatsu smiled. It was always gratifying to see her students attempting to expand their minds beyond the lessons she had taught them. In the end, the most difficult tests, the tests that truly proved a student's mettle, were the ones they placed in their own paths.

GOVERNOR SYSTEMS

A Keeper of the Temple is charged with the maintenance and care of one of Rokugan's many temples, shrines, and sacred sites. As centers of spiritual significance, learning, and enlightenment, temples are treated with great reverence by the Empire, and being tasked with the care of one is a great honor. Keepers combine the skills of a teacher with the knowledge of a scholar and the acumen of a diplomat to keep their temples well funded, well maintained, and well regarded by the rest of the Empire.

Becoming a Keeper of the Temple entails one major requirement — that the character responsible for the management. Being entrusted with the care of a Temple is a solemn duty, a sacred trust from the Empire. Generally, only established, well-regarded monks or shugenja are given the opportunity to build, care for, and develop a Temple.

However, an uncommon although not-unheard of occurrence is for a shugenja or monk to come across a previously ruined or abandoned temple, monastery, or shrine, and rebuild it. In these cases, it has been known for a novice to be the Keeper of a Temple. The term "Keeper of the Temple" is applied to anyone who heads a temple, shrine, or monastery, regardless of how developed the temple is or not.

To be recognized by his Clan or monastic order as worthy of becoming a Keeper of the Temple, a character must meet the following requirements:

Either:

1 level of Shugenja and 5 ranks of Status,

or

1 level of Monk or Inkyo, 5 ranks of Glory and 8 ranks in Knowledge (Shintao)

This will entitle the character to the basic allotment of Station Points (see below), to be spent as he or she wishes.

Alternatively, if a character comes across a formerly ruined shrine, temple, or monastery and restores it, he could become a Keeper of the Temple without meeting any of the previous requirements. However, even though he would technically be a Keeper, he would not have even the basic allotment of Station Points, and thus would have to earn such Points and develop his Temple largely without assistance.

To be recognized by his Clan or monastic order as worthy of becoming a Keeper of the Temple, a character must meet the following Station Entrance Requirements:

Either:

1 rank in Shugenja school and 5 ranks of Status,

or

1 rank as a Monk, 5 ranks of Glory, and Shintao: 6

This will entitle the character to the basic allotment of Station Points (see below), to be spent as he or she wishes.

Alternatively, if a character comes across a formerly ruined shrine, temple, or monastery and restores it, he could become a Keeper of the Temple without meeting any of the previous requirements. However, even though he would technically be a Keeper, he would not have even the basic allotment of Station Points, and thus would have to earn such Points and develop his Temple without assistance.

In both the case of the monk and the shugenja, it is sometimes possible for a character to have accumulated Station Points to put towards a Temple (due to having appropriate Feats or Advantages) prior to meeting the requirements for entry to this Station, finding a ruined temple to refurbish, or simply before the character desires to develop a Temple of his own. In all three of these scenarios, the Station Points are held in reserve until such time the character both qualifies as a Keeper and wishes to become one.

EARNING STATION POINTS TO DEVELOP A TEMPLE

A variety of means exist for a Character to earn Station Points to put towards developing his Temple, hereafter referred to as Station (Keeper) Points. The easiest and most straightforward for a shugenja is to earn Status — as the shugenja becomes more powerful and influential within the Empire, his Clan (if he is Clan-aligned) or independent patrons (if he is not), will accordingly entrust him with greater responsibilities and more resources. Likewise, as the Character learns certain skills, acquires certain Feats, or picks up certain Advantages, his ability to promote and develop his Temple will grow.

Monks who develop a Temple to further their causes have a slightly different path to follow. Monks, as they are

somewhat beyond the social system of the Empire, cannot be judged meaningfully by the Status they have attained. In the case of a Monk, much as it is in the case of a ronin, his renown for his accomplishments and learning takes the place of his Status in determining how many Station Points he earns.

There are several methods open specifically to Keepers of the Temple to earn additional Station (Keeper) Points:

Several existing Feats, due to the expertise, skills, and external influence they impart upon the Keeper, earn him additional Station (Keeper) Points as soon as they are selected:

TABLE 5-1: SKILLS AND FEATS

Skill/Feat	Ranks	Additional Station Points
Skill: Knowledge (Fortunes)	12	2
Knowledge (Shintao)	12	2
Feat: Ear of the Emperor	—	2
Leadership	—	2 for Personnel (see Temple Creation, below)
Master Researcher	—	1 towards creating a spell library
Any Item Creation Feat	—	1 towards the creation of an appropriate workshop or laboratory

For the Master Researcher and Item Creation Feats, also refer to the Enigmatic Resources Feature under Temple Creation, below.

A Keeper of the Temple can also earn additional Station (Keeper) Points by taking levels in the Master Keeper Prestige Class:

MASTER KEEPER

Hit Die: d6

REQUIREMENTS

Clan: any (Ronin are also permitted entry into this Prestige Class)

Alignment: any Lawful

Special: Must have found and restored an abandoned Temple, or been granted the custody and care of one.

CLASS SKILLS

The Master Keeper's class skills (and key ability for each skill) are Alchemy (Int), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Tea Ceremony (Wis), Wilderness Lore (Wis)

Skill Points Per Level: 6 + Int Modifier

CLASS FEATURES

Weapon and Armor Proficiency:

Master Keepers do not gain any additional Weapon or Armor Proficiencies for joining this prestige class.

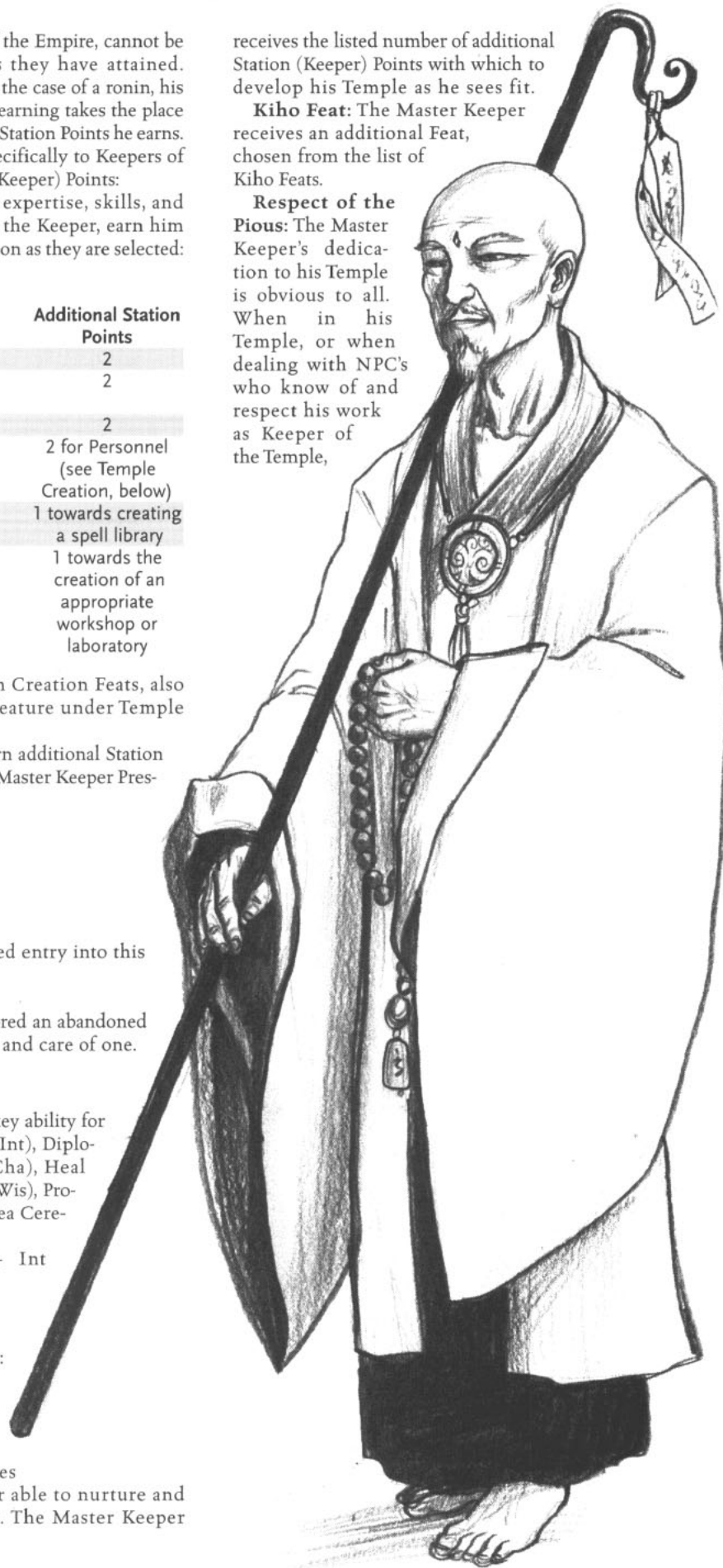
Bonus Station Points: Due to their drive to manage their Temples properly, Master Keepers are better able to nurture and develop their Temples than others. The Master Keeper

receives the listed number of additional Station (Keeper) Points with which to develop his Temple as he sees fit.

Kiho Feat: The Master Keeper receives an additional Feat, chosen from the list of Kiho Feats.

Respect of the

Pious: The Master Keeper's dedication to his Temple is obvious to all. When in his Temple, or when dealing with NPC's who know of and respect his work as Keeper of the Temple,



the Master Keeper receives a +2 Deference bonus to all Charisma — and Charisma —based skill checks

Guardian of the Shrine: The Keeper receives a +2 Faith bonus to his Attack rolls, skill checks, and Saving Throws whenever defending or protecting a shrine or temple, even one other than his own. This is an extraordinary ability.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	2 Bonus Station Points, Kiho Feat
2	+1	+0	+0	+3	3 Bonus Station Points, Respect of the Pious
3	+2	+1	+1	+3	5 Bonus Station Points, Kiho Feat, Guardian of the Shrine

In addition, several new Feats, although available to any character, are especially suited for Keeper of the Temple granting him additional Station Points:

KIN TO THE FORTUNES

IKIHO FEAT

You are especially in tune with the vagaries and requirements of the Fortunes, and your actions are blessed by their approval.

Prerequisites: Void Use, 1 level of Monk, Inkyo, Shugenja, or Master Keeper, Knowledge (Fortunes): 4

Benefit: When you are about to make a Skill, Saving Throw, or Ability check, you may spend a Void point prior to rolling the dice. If you do, you may choose to re-roll your result. If you choose to re-roll your result, you must take the second roll even if it is worse than the first. If you a Keeper of the Temple, or ever become a Keeper of the Temple, you also gain an additional 3 Station (Keeper) Points.

TRANQUIL SOUL

IKIHO FEAT

Your understanding of the wisdom of the Tao of Shinsei grants you an aura of benign tranquility that impresses those around you.

Prerequisites: 1 level of Monk, Inkyo, Shugenja, or Master Keeper, Cha: 13+, Knowledge (Shintao): 8

Effect: You receive a +2 circumstance bonus to all Charisma-based skill checks in any non-combat situation while dealing with Honorable individuals. If you are a Keeper of the Temple, or ever become a Keeper of the Temple, you gain an additional 3 Station (Keeper) Points.

DAIKOKU'S BLESSING

IKIHO FEAT

Prosperity follows your endeavors.

Prerequisites: You must possess at least 5 Station (Keeper) Points from other sources.

Benefit: You receive an additional 5 Station (Keeper) Points.

Special: This Feat may be taken multiple times.

Several existing Advantages, due to the expertise, skills, and external influence they impart upon the Keeper, earn him additional Station (Keeper) Points as soon as they are selected:

Bloodlines (Kitsu only): 2 Station Points, if the Temple is being backed by the Lion Clan

Chosen by the Oracles: 2 Station Points

Ear of the Emperor: 2 Station Points

Forbidden Knowledge: 1–5 Station Points, specifically to set up a library/laboratory appropriate to the Forbidden Knowledge. (This varies greatly — keep in mind that Forbidden Knowledge, in general, is intended to be kept secret)

Great Destiny appropriate to the founding of a

Temple/school: 2 Station Points

Higher Purpose appropriate to the founding of a

Temple/school: 2 Station Points

Imperial Spouse: 1 Station Point

Inner Gift: 1 Station Point

Noble Birth: 1 Station Point (only applicable to a monk creating/running a Temple)

Social Position: no direct Station Point bonus beyond that accrued for having a high Status

Several Disadvantages will also affect the amount of Station Points the Keeper receives, or how he may spend them:

Ascetic: Is worth 1 additional Station Point, because the character will exemplify many of the virtues a Keeper should exhibit; however, the character will never claim personal ownership of the Temple nor its contents, and will instead portray himself as a guardian or custodian of the Temple.

Bad Reputation: A Keeper with Bad Reputation may still spend Station Points on the "Renown" Feature for his Temple (below); however, so long as he still has a Bad Reputation, the Temple's Renown will be treated as 1 lower than it actually is. In the case of a Temple with 0 Points in Renown, it will be looked upon with disdain until the Keeper either raises the Temple's Renown or deals with his Reputation.

Curse of the Kami: In most cases, a character with Curse of the Kami should be prohibited outright from founding a Temple — the kami treat his existence with antipathy at best and hostility at worst. However, if the GM feels that the character has earned the privilege of founding a Temple, a character with Curse of the Kami should be prohibited from spending Station Points on any kind of mystical or spiritual Feature for his Temple.

Driven: If the Driven applies to the founding of a Temple, the character will receive 1 additional Station Point to develop that Temple. However, the care, maintenance, and expansion of his Temple will be a major concern, tying up much of the character's efforts and energies.

Fascination: Much like Ascetic and Driven, an appropriate Fascination will provide the character with 1 extra Station Point to put towards purchasing a Feature appropriate to the Fascination. However, like the two former advantages, the fact that the object of his Fascination is now close at hand will cause the character to frequently immerse himself in the subject.

Forsaken: Much like a character with Curse of the Kami, Forsaken characters should be prohibited from purchasing any mystical or spiritual Features for his Temple. However, compared to those Cursed by the Kami, it is less unusual for a Forsaken to be given a Temple to manage.

In addition, a new Path, the Master Keeper, is available to Keepers of the Temple who wish to further hone and develop their skills as Rokugan's religious leaders:

MASTER KEEPER (NEW PATH)

Technique Rank: Any

Requirements for Entry: Insight Rank 2, must have found and restored an abandoned Temple, or been granted the custody and care of one.

Prerequisites: Must be a Keeper of the Temple

Path of Entry: Any shugenja or monk school, any Rank

Path of Egress: Re-enter the same school at the appropriate Rank

Technique: Foster the Empire

Master Keepers understand the nuances of the Fortunes and Kami better than anyone else in the Empire. Their knowledge of how to placate and procure the favor of the spirit realms, honed through long hours in their Temples, is peerless. For each Rank attained in this Path, the Keeper receives a Free Raise when casting spells or using kiho. In addition, the character receives 5 additional Station (Keeper) Points to spend as he sees fit.

This Path may be taken multiple times.

New Advantage — Daikoku's Blessing (7 Points)

The Fortune of Prosperity has blessed you and your chosen endeavors. You gain an additional 5 Station (Keeper) points. This advantage is only available to those who are currently Keepers of the Temple, and may be purchased multiple times.

TEMPLE CREATION

Upon entering this Station, each Keeper receives an allotment of Station (Keeper) Points to spend on his temple. These can be used to purchase various advantages for the Temple, such as a good location, larger size, or extra attendants, more esoteric advantages such as a cache or rare scrolls on an ancient topic or laboratories for experimentation, or even such ephemeral advantages as a good reputation or being viewed favorably by the kami. Over time, as the Keeper accumulates more Station (Keeper) Points, he can spend these to further improve the facilities and reputation of his Temple.

Although the initial allotment of Station (Keeper) Points a character receives upon first becoming a Keeper is insufficient for more than a modest shrine, persistence and dedication will see the Temple grow into a centre of learning and enlightenment that benefits the entire Empire. As a character acquires Station (Keeper) Points, he can spend them as he sees fit, within the constraints of what is consistent within the campaign's story, to further develop and build the Temple. Once spent, Station (Keeper) Points are usually permanently assigned — they cannot be reassigned at a later date. However, changes that occur to the Temple over the course of role-playing can and should change the Point values of the Temple — and the player should not be "charged" for Points earned through role-playing. Conversely, features lost due to calamitous events will not entail a Point refund, so prospective Keepers are encouraged to be vigilant in their stewardship!

MECHANICS

When a Temple is created, the player spends Station (Keeper) Points on each of the Features individually, as suits his own preferences and the role he wishes for his Temple to maintain in the Empire. These points are not restricted in how they may be spent, save for 1 exception: Every Temple must have at least 1 Point in "Structure", representing the actual construction of the Temple itself.

Because of the highly individualized nature of Temples, each table of Features is general, with point costs given for specific features as examples. GMs and players are encouraged to extrapolate from this, with the following general rule in mind: 1 or 2 Point Features should be minor and/or highly specialized, 3 or 4 Point Features should be of moderate use on

PERMANENCE AND TEMPLES

Features purchased for a Temple tend to be vulnerable when compared to the other Stations in this book — a Temple is fragile and easily destroyed relative to an army or network of favors. However, Temples are spiritual centers of the Empire, and are revered, protected, and patronized by the noble classes. As such, even though the physical assets of a Temple are more readily damaged than would be true for other Stations, they are also much more likely to be replaced in short order.

The first three Feature categories for a Temple — Structure, Location, and Personnel — should be considered protected under most circumstances. Even if the Temple is damaged or burned to the ground, or various individual members of the staff injured or killed, replacements or repairs will eventually be provided, bringing the Temple back up to full capacity. However, while restoration is very likely, the GM is encouraged to temporarily lower the Station Point values of the various Features until they have been fully renewed. (As a general rule, assume restoring 1 Station Point in a single Feature will take one month of game time)

Renown, as a function of public opinion, will tend to fluctuate, but again, barring long-term efforts (or a Station Point expenditure on the part of the Keeper), should eventually return to its indicated Station Point value.

Enigmatic Resources, by their very nature, are highly variable. GMs and players should work out how unique some Resources are — some, by their nature, will be irreplaceable if lost. In the case of things like workshops, foundries, and Spell Libraries, a Keeper may choose to spend an additional Station Point to purchase "Permanence" for a Feature, representing additional copies of the materials stored off-site. In such a case, even if saboteurs destroy the Temple's Spell Library (for example), replacement scrolls can be procured.

a consistent basis or be highly advantageous under the right conditions, 5 Point Features should be Temple-defining, and 6 Point or higher Features (if the GM permits them) should be of significant scope and power.

STRUCTURE

Station Points spent on the Structure Feature purchase buildings, sub-shrines, even gardens for the Temple. Even though Features purchased from other categories come along with any physical assets necessary to use and protect the Feature in question (IE, a collection of scrolls purchased from the "Mystic Resources" category will come with an appropriate library and scroll racks), the Temple first needs to be large enough to accommodate any such additional Features — unless the Feature is intended to be separate from the Temple itself, such as an adjoining river or forest.

Station (Keeper) Points spent on this feature generally allow you to create a larger Temple, add special components to the Temple (such as soundproofed rooms for meditation or a special room to display items of significance), or make existing Features more elaborate and aesthetically pleasing. A 1-Point Garden might be a small collection of plants in a corner of the grounds, while a 5-Point Garden is either an elaborate Sand Garden crafted by a recognized master or a veritable bounty of rare and exotic flowers from across the Empire.

A minimum of 1 Point must be spent in this category to purchase the physical structure of the Temple proper. After this minimum 1-Point expenditure, additional points may be spent to increase the Temple's size, add new Features, or improve existing ones.

POINT COST EXAMPLES

(TEMPLE GROUNDS)

- 1 Point:** a small one-room shrine, in decent condition
- 2 Points:** that same one-room shrine, well kept up, with a tasteful display, or a medium-sized shrine (the size of a roadside inn), in decent condition
- 3 Points:** A well kept up medium-sized shrine, or a larger shrine (the size of a small military outpost) in decent condition
- 4 Points:** A well kept up large shrine, or a medium-sized shrine with exquisite architecture and design
- 5 Points:** A large, exquisitely designed shrine, worthy of drawing visits from the Otomo and Seppun families
- +1 Point, in conjunction with any of the above:** The Temple is well-designed, or constructed with superior materials, and will be particularly resistant to damage due to weather or rough handling
- +2 Points, in conjunction with any of the above:** The Temple is designed to be defensible, on par with a well-designed magistrate's station
- +3 Points, in conjunction with any of the above:** The Temple is designed to be defensible, with reinforced walls and other features that make it on par with a military outpost

POINT COST EXAMPLES

(ADD-ONS TO THE TEMPLE)

- 1 Point:** a small garden on the grounds of the Temple, perhaps a few flowers or some spices for food, or a plaque commemorating an event or individual
- 2 Points:** a garden capable of supplying enough food to supplement the Temple's meals with fresh vegetables on a regular basis, or a small room set aside as a mini-Shrine to a

particular cause, or a forge located on Temple grounds, suitable for hand-crafting swords

3 Points: a separate, stand-alone wall on the Temple grounds, illustrating the complete history and historical figures associated with the Temple and its patron kami, or a set of life-size statues commemorating the First or Second Day of Thunder, or 4 permanently engraved stone tables for the playing of Go

4 Points: Any of the above 3-Point Features crafted in exquisite detail from the finest materials, or a garden that grows plants ideal for specific purposes (such as seasoning food or medicinal use), or a full smithy, capable of equipping and maintaining a small army

5 Points: Any of the above 3-Point Features, only with lesser magical abilities (the illustrations on the wall change to show different perspectives of the past, or the statues radiate auras appropriate to the people they depict, or the Go tables never attract dust), or a grand garden with rare and exotic plants from across the Empire (and possibly even a few beyond), or a blessed room within the Temple, whose particular design and nature helps people reach insights and receive visions that they might otherwise overlook.

LOCATION

The Location Feature category is unusual among the Temple Features in that whereas all the other Features represent aspects or advantages in or regarding the Temple itself, the Location category, as the name would imply, represents a virtue of where the Temple is situated. Unlike the other categories, the Station (Keeper) Points invested in Location should remain fairly constant throughout the lifespan of the Temple, simply because the Temple and its surroundings are unlikely to change. As a result, most Keepers spend a considerable portion of their initial Station (Keeper) Points on Location, even going so far as to delay building their Temple until they have enough Station (Keeper) Points to purchase the package they desire.

Given the fact that the actual surroundings of the Temple are unlikely to change, changes to the Point values in this feature should primarily come through role-playing, and even those that are purchased should first be explained from the context of story. Although certain Features can be easily justified (a mountain inside Temple in a remote region may find that its mountain is rich in iron), others can be more difficult (although unusual, it is possible that a previously difficult-to-reach Temple will benefit from the construction of a road that passes by or goes directly to it), and still others will be nigh-impossible (suddenly having a city crop up around a PC's Temple). However, through a combination of exploration, diplomacy, and attracting people to his Temple, a dedicated Keeper should at least have the possibility of adding to this Feature.

Advantages are purchased individually for this Feature, so it is possible for a given Temple to have many different Location Features, if the Keeper is willing to spend the points.

POINT COST EXAMPLES

- 1 Point:** A small lake near the Temple, suitable as a source of fresh water, or a forest within a day's walking distance with limited game, or another purely mundane natural feature with a useful but minor use
- 2 Points:** The Temple is located on a well-maintained road, or at the top of a small hill (good for both defense and view),

or is located within a day's journey of a medium-sized village

3 Points: The Temple is located in or within a day's journey of a minor castle or town, or is near a large lake suitable for fishing, or is within a day's journey of a forest which contains a wide variety of flora and fauna, or is located near an important, but obscure, historical event

4 Points: The Temple is located adjacent to a large river, suited for commercial traffic, or is within a week's travel of a rare, sought-after, but mundane natural resource, such as Jade, crystal, or top-quality iron (the kind suited for Kaiu steel), or is located near the site of a major well-known historical event

5 Points: The Temple is within a week's journey of a rare, sought-after mystical entity such as an Oracle, or wilderness known to occasionally frequented by Kitsune or Kenku, or is within a day's Joanne of an area of exquisite natural beauty, elemental alignment, and purity — the kind that draws pilgrims from across the Empire, or is built upon the site where a legendary event occurred

PERSONNEL

Although a Keeper can single-handedly operate and maintain a small Temple, larger Temples require the services of more individuals to remain clean, prosperous, and able to tend to the needs of visitors. Station (Keeper) Points spent on the Personnel Feature can be used to purchase the services of a variety of individuals, from eta laborers to skilled shugenja and artisans. These people are permanently assigned to the Temple, and their upkeep is assumed to be taken care of through the Temple as well.

POINT COST EXAMPLES

1 Point: 10 unskilled laborers (eta or otherwise, player's choice), or 4 skilled heimin (farmers, carpenters, etc.), or 1 young initiate into the Temple (not yet skilled enough having achieved 1st level or Rank 1 as a monk or shugenja, but close)

2 Points: A talented initiate (1st level/Rank 1 as a monk or shugenja), or 4 sohei guards for the Temple, or a skilled scribe (useful for keeping libraries orderly and performing preliminary research)

3 Points: A renowned artisan (sculptor, gardener, ikebana stylist, etc.) who labors to create new works of beauty for the Temple, or a recognized scholar in a particular field of study (such as "conflicts between the Lion and Crane", or "medicinal uses of common herbs")

4 Points: A recently-retired samurai, formerly of great renown, who still exercises influence in spite of his retirement, a shugenja skilled in the creation of tsangusuri, or a monk knowledgeable enough to teach basic kiho

5 Points: A shugenja or monk who has the ability, but lacks the desire, to himself be a Keeper of the Temple (useful if the PC needs to be away from the Temple, for example), or a "retired" member of the noble classes who is still fully active in Rokugani politics (such as Konetsu was prior to his corruption during the Rain of Blood)

REPUTATION

In Rokugan, reputation is everything. A well known and well loved Temple can count on support, deference, and respect from its Province and the Empire as a whole. Points spent on this Feature can be put towards either improving the quality of the reputation, or on increasing the scope of the reputation — the number of people who are aware of the Temple. In most cases, a Keeper will have to spend Station (Keeper) Points on

both the scope and quality of this Feature for the reputation to be significant. This Feature in particular will fluctuate based on the conduct and dealings of the Keeper, as public opinion ebbs and flows to his actions.

POINT COST EXAMPLES (SCOPE)

0 Points: The Temple is essentially unknown — only those who have personally visited the Temple know or care about its existence.

1 Point: The Temple is known to all the settlements within a week's travel

2 Points: The Temple is known throughout the Province

3 Points: The Temple is known throughout the holdings of the Clan whose lands it is located within

4 Points: The Temple is known to 3 or 4 Clans (the ones closest to it)

5 Points: The Temple is known Empire-wide

POINT COST EXAMPLES (QUALITY)

0 Points: The Temple has yet to develop a meaningful reputation

1 Point: The Temple is known to a few, but it's specific function and roles are not commonly known

2 Points: The Temple's function and specialties are commonly known within the region covered by its Scope

+1 Point: Major figures within the Temple, such as the Keeper, major sensei, or enlightened monks who reside there, have their identities generally known

+1 Point: The Temple is known as a leading authority on, or among the foremost Temples dedicated to, a particular field of study or kami

ENIGMATIC RESOURCES

In addition to physical assets, most Temples are known for their enlightenment and links to the kami. This takes many forms, from caches of scrolls to the kami actively lending a hand in the protection and prosperity of the Temple. Station (Keeper) Points invested in this Feature focus on mystical, unusual, or enigmatic knowledge or assistance the Temple enjoys. (Also refer to Spell Research under "Creating Magic", below, for details regarding the Point Cost and uses of Spell Libraries)

POINT COST EXAMPLES

1 Point: A basic library on a particular subject, with commonly-available scrolls for that field such as the Tao of Shinsei and the prophecies of Uikku (enlightenment and the Five Rings), or a collection of works on strategy such as Leadership and Lies

2 Points: A well-stocked library, with all of the commonly regarded works in the Empire, or a laboratory suitable for the creation of potions and tsangusuri (lesser magical items), or a well that has been constructed in a manner so pleasing to the kami of water that water from it is always refreshing (in general, a suitable laboratory to practice any single one of the magical Item Creation Feats will cost 2 Points)

3 Points: The Temple is permanently warded against the Shadowlands Taint (treat as a permanent "Evil Ward" or "Protection from the Taint" spell effect), or has a detailed library with exacting records on a specific non-arcane subject, such as the Crab-Crane conflicts, or has a thoroughly stocked specialized laboratory, such as a Kuni dissection room or an Agasha foundry

4 Points: The Temple has walls painted with images that prophesize the future, or The Temple has a specialized, warded room for the containment of Shadowlands creatures or Shadow-Tainted creatures, or the kami of fire so respect the Temple that they will only burn what they are specifically asked to within its grounds

5 Points: Air kami are permanently linked with the Temple, ensuring beautiful weather all year round and causing rains and high winds to harry anyone with hostile intent, or the Temple hosts a branch of one of the secret or elite schools of the Empire, such as the Kuroiban, or the Temple has the personal journals of a monk who was so enlightened, that he led others to find enlightenment, or a well-stocked library for spell research, suitable for the research and development of new spells

ALLIES

Station Points spent on the Allies feature purchase friends to the Temple. Ranging from lowly heimin, to ancestors who hold the Temple in favor, to the daimyos of the Great Clans, Allies can assist the Keeper and the Temple in many ways, from selling goods and services at favorable rates to military assistance.

As always, although Allies are favorably inclined towards the Temple, this is a two-way relationship. From time to time, they will

also require assistance from the Temple, and a wise Keeper, like a good friend, will be happy to oblige.

POINT COST EXAMPLES

1 Point: The local heimin regularly spare a portion of their harvest for the Temple

2 Points: A traveling merchant regularly visits the Temple, offering favorable prices, or a distant Clan or Temple maintains regular relations with this one, exchanging ideas, thoughts, and expertise

3 Points: The bushi assigned to patrol the region regularly stop by to exchange pleasantries and news, or bandits who are active in the region make a point to protect the Temple from other bandit gangs, or a moderately-important courtier maintains an active correspondence with the Temple

4 Points: A kitsune or local nature spirit finds the Temple intriguing and occasionally assists travelers to or from it, or Jade Magistrates frequently come to study and meditate, or a low-ranking member of one of the other Stations of this book is on friendly terms with the Temple

5 Points: The daimyo of the province is personally very interested in the Temple and makes it a point of having people know so, or the Kolat approve of your Temple's teachings...



MAKING MAGIC

SPELL RESEARCH

For a shugenja, few duties are as honorable as adding to his family's repertoire of magical knowledge. Although crafting new nemuranai will provide his family with new tools and resources for future generations, new knowledge, in the forms of spells and theorems, represent a far more permanent contribution to his descendants. Items, even magical ones, are ultimately just things, and can be damaged, taken away, or even destroyed as years pass. Spell research is appealing to many shugenja because it represents a tangible, concrete way to add to their Clans' understanding of the ephemeral — a simple irony that most shugenja appreciate.

A paramount requirement for productive research is a well-stocked library. Lacking a library, the shugenja is doomed to repeat the steps, researches, and follies of his predecessors. Importuning the aid of the kami is a delicate task, and protocols, rituals, and proper etiquette are a great deal to keep track of, far beyond the capabilities of most shugenja. While a highly skilled and advanced shugenja may be able to research simple spells without an adequately stocked library, research goes far more quickly and productively if the library is sufficiently advanced for the spells he is researching.

As an additional requirement for spell research, a shugenja requires access to a spell library. Spell libraries can be purchased when creating a Temple, by spending points in the "Enigmatic Resources" Feature specifically towards the creation of a spell library. A shugenja must have access to at least a 1-Point library to even attempt spell research of any kind. Each spell library can properly support the research efforts of a shugenja for any spell of equal to or less than twice the library's point value, as follows:

Point Value of Library	Highest Spell Level that can be Properly Researched
1	2
2	4
3	6
4	8
5	9

It is possible to research a spell of slightly greater complexity (level) than a library supports, but at a significant penalty. A shugenja may attempt to research a spell that is 1 level higher than his library would support (such as a shugenja researching a 5th level spell in a 2-Point library), at +5 to his DC, or one that is 2 levels higher (the same shugenja researching a 6th level spell in the same 2-Point library) at +15 to his DC. A gap of 3 levels or higher renders the library useless for researching that particular spell.

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Point Value of Library	Highest Spell Level that can be Properly Researched
1	1
2	2
3	3
4	4
5	5

It is possible to research a spell of slightly greater complexity (Mastery Level) than a library supports, but at a significant penalty. A shugenja may attempt to research a spell that is 1 Mastery Level higher than his library would support (such as a shugenja researching a 5th level spell in a 2-Point library), at +10 to his TN. A gap of 2 Mastery Levels or higher renders the library useless for researching that particular spell.

The major schools, cities, temples, and shugenja dojo of the Great Clans can be safely assumed to have one or more spell libraries at the 5-Point value (or even higher in the case of the Phoenix Clan). Typically, are willing to grant access to members of their Clans and graduates of their schools, although there is typically some wait involved, and they will expect the favor to be reciprocated in some way (such as by sharing the results of the research). Likewise, they can sometimes be persuaded to allow members of other Clans access to their libraries, but this often entails a great deal of negotiating.

EXAMPLE OF SPELL RESEARCH

Asahina Genshin is a third-rank Asahina Shugenja with an Affinity for Air, currently stationed in Shinden Asahina as a Jade Magistrate. Asahina Sekawa, the Jade Champion, has ordered Genshin to research the spell "Steal the Breath" (Page 34, *Way of the Shugenja*) so that Genshin will be able to quickly incapacitate those suspected of being maho-tsukai.

However, Genshin, pursuing several Kenshinzen who have been revealed as Bloodspeakers, pursues them northwards. Unable to access the libraries of Shinden Asahina, he instead chooses to call upon an old friend who has become a Keeper of the Temple. Although his friend is discreet, his library is not quite up to the task (the spell library only has 2 Station Points invested in it). Passing word on to his underling to update him if any progress is made in finding the Bloodspeakers, Genshin settles down to his studies.

Steal the Breath is a Crane Clan Secret Air spell with a Mastery Level of 3. The base Target Number for researching a Mastery Level 3 spell is 30.

Normally, Genshin would receive a -10 TN bonus because he is researching a spell that already exists ("Spell previously researched, not a secret spell", page 8, *Way of the Shugenja*), but since Steal the Breath is a Secret Spell, this bonus does not apply.

Since the library is 1 Point too low for the Mastery Level of the spell, the TN goes up by an additional 10, to 40.

Fortunately, Genshin's Affinity for Air brings the TN down by 5, and he already knows seven other Air spells, bringing down the TN by an additional 3, for a final TN of 32.

Lesser dojo and temples can be expected to have commensurately less well-appointed libraries, typically from the 2 to 4 Point levels. The fact that they are smaller often makes them more accessible, but the reality remains that if the prospective spell researcher wishes to maintain his privacy and avoid incurring a debt of honor, he will either need to make special arrangements with the Keeper of the particular temple he is studying at, or supply his own library. Maintaining a well-stocked library, and making it available to colleagues, is an excellent means by which a Keeper of the Temple can garner favors.

CREATING NEMURANAI

All nemuranai, from the favored daisho of a family to the revered relics of the Clans, are sacred, holy items. By their very nature, nemuranai are awakened, alive, and aware. Although some nemuranai are created from acts of virtue and honor by their bearers, where the heroism that turns an ordinary person into a legend turns a mundane item into a magical one, others are created by design. The creation of something with its own spirit is a sacred task, and for sacred tasks, few sites are more appropriate than Temples.

Nemuranai are, at their core, awakened kami bound within a physical object. The circumstances and conditions around the object when the kami awakens have a great impact on the

Normally, the creation of a new magic item requires access to a suitable workshop or forge. If the character has spent the requisite Station (Keeper) Points to create an appropriate workshop, the GP cost of creating a working space should be waived entirely.

kami's disposition, and thus the usefulness of the nemuranai forged. A Temple, as a sanctified, purified, and controlled locale, is ideal for the creation of nemuranai because variables are accounted for and factors controlled, reducing the likelihood that a spontaneous accident will yield a dormant or hostile kami. Even in the creation of such involved and complex nemuranai as katana, the forging and enchanting of the blade will occur concurrently in a Temple whose grounds include a forge.

Creating fully-fledged nemuranai is an arduous and skill-testing task for any shugenja, rarely undertaken lightly.

When a player wishes to have his character create a nemuranai, the first step is to have him write out, in general terms, what he wants the nemuranai to accomplish. The GM should review the concept, and determine if it fits in with the tone of his campaign and story before permitting it. Often, a few adjustments will make an inappropriate nemuranai feasible, such as reducing the damage of a proposed "10k10" Jade Tetsubo down to 3k3, but some concepts are beyond the scope of most campaigns (in general, anything that is on par with the Celestial Swords of the Great Clans, the Jade Hand, and so forth is probably too powerful).

Broadly speaking, players will want one of two kinds of nemuranai; the first is an "enhanced" item (such as a katana that rolls extra dice for damage), the second is more freeform, such as a spell effect. Some are both simultaneously, in which case the GM should look at each effect separately, then consider if the effects in combination could be unbalancing — a sword that leaves no visible marks when it cuts someone might be permissible, but one that simultaneously renders its user invisible is probably not. In both cases, the same basic procedure is used.

The base TN for the creation of a nemuranai is 10, which the creating shugenja needs to meet by rolling a number of dice equal to an appropriate skill (Weaponsmith for a katana, Music for a biwa), keeping a number equal to his school rank. At this TN, the kami of the item is awakened, although it provides no inherent properties. Extra properties raise the TN:

If the main intent of the item is to provide extra dice to roll or keep when using a particular skill (or extra

For example, a katana that provided an extra +1k1 to hit and inflicted a base 3k4 damage (and had no other properties) at +40 to the TN — +15 for the extra +1k1 to hit, and +25 more for keeping 2 damage dice more than a katana normally would. This would entail a total TN of 50 to create.

damage dice in the case of weapons), the item can provide a number of extra dice to roll (+1k0) at +5 to the TN per die. The item can provide 1 extra kept die (+0k1) for +10 TN, or 2 extra kept dice (+0k2) for +25 TN.

If the item has a more freeform effect, or mirrors a spell, the GM should work out what the Mastery Level a spell with similar effects would be (guidelines for assigning Mastery Levels to spells can be found on page 97 of the 2nd edition Game Master's Guide). A Mastery Level 1 spell raises the TN by 10, a Mastery Level 2 spell by 20, and so forth. This is in addition to any TN penalties incurred for extra rolled or kept dice.

Additionally, miscellaneous "bonus" effects, such as having the item made out of an exotic material such as Jade or Crystal, should incur an additional +5 to 10 to the item creation TN.

At this point, it should be apparent that the TNs for creating nemuranai can become very high. Fortunately, there are a few ways to reduce the TN slightly:

Factor	TN Bonus
Shugenja has an elemental focus appropriate to the item being created:	-5
Shugenja has access to a workshop created through Station (Keeper) Points:	-5 per Station (Keeper) Point invested in the workshop
Shugenja has personally gathered rare ingredients and components for creating the item:	-5 to -10, or even more for truly rare and extraordinary ingredients (eg, flame from the Oracle of Fire when forging a sword)
Doubling the time to create the item:	-5 per doubling

The character invests a week of time, and makes his skill roll. He may double the base time, in exchange for -5 to the TN for each doubling (-5 for 2 weeks, -10 for a month, -15 for 2 months, etc.). Once the final TN is calculated, the player makes the roll. On a success, the creation goes through without complications. On a failure, the resulting nemuranai is fundamentally flawed in some way. The GM is encouraged to be creative in determining specifically how the nemuranai is flawed — a failure by 5-10 pts should still produce a useful, if somewhat quirky, nemuranai, whereas a failure by 20 or more should result in something actively cursed, such as the blades "Honor" and "Bitter".

FOUNDING NEW SHUGENJA OR MONK DOJO

One common motivation many shugenja, monks, and inkyo have for founding a Temple is to share their insights, thoughts, and philosophies of the kami, the world, and the Five Rings. Many Keepers spend a great deal of time teaching and spreading their ideas, taking on students and disciples.

The most successful Keepers and the most influential Temples rise to prominence, influencing the way the religious orders of the Empire think about the spirit realms. As generations of students adapt the Keeper's modes of thought and philosophies as their own, the Keeper eventually will discover that he is viewed much like his sensei, and his Temple, as a distinct dojo of its own.

It takes a great deal of effort for a Keeper to prove that he is worthy of founding his own dojo. He needs to demonstrate consummate mastery over the five elements, as well as showing that his Temple is worthy of being a centre of learning. The Empire as a whole is reluctant to embrace new ideas, and the temples of Rokugan, which deal in koan and enigmatic truths that have not changed in centuries, are among the most critical of new philosophies. Still, for the Keeper who believes that the existing temples and dojo fail to meet a spiritual need of the Empire, founding his own dojo becomes a form of self-expression.

Most new dojo have historically been the result of either an amiable split within a larger school or a response to a specific niche. The Asahina Battle School is an example of the former, and the Temple of Osano-Wo the latter, but both arose out of the desire to express the teachings of a school in a new way. For a Keeper, founding a new Dojo out of his Temple is both a way to ensure the permanent prominence of his Temple, and to ensure that his name is remembered with honor for generations to come.

A monk or shugenja who wishes to teach and train aspiring students does not necessarily need to have his Temple turned into an official dojo — most of the monks and shugenja in the Empire are trained in temples and dojo of no special significance. However, a character who wishes to have his Temple be of greater importance may strive to have his Temple recognized as a distinct dojo unto itself. If successful in this endeavor, the Keeper will often find his Glory and Status significantly boosted, as the Empire stops to recognize the impact his Temple has.

Founding a dojo is an option open solely to Keepers of the Temple. Other shugenja, monks or inkyo, no matter how influential and skilled they are, cannot hope to found their own dojo without a distinct physical location that reflects the ideas they are trying to foster in their students. However, merely possessing a Temple and training students within is not sufficient for a Keeper to create a new dojo, as further requirements need to be met.

In order to found a new dojo, the Keeper must have achieved a total of 14 Levels as a Monk, Shugenja, Inkyo, or appropriate Prestige Classes and possess both the Knowledge (Shintao) and Knowledge (Fortunes) skills, 12 skill points in each, representing his expertise in the both the practical and ephemeral knowledge of his profession. Additionally, he must possess a Glory of at least 6, representing recognition of his skills from the rest of the Empire. A Keeper who lacks the Glory will simply be unable to persuade his Clan and the Empire that he is worthy of the honor, while one who fails to meet the former requirements simply lacks the expertise to found a distinct dojo.

Likewise, the Keeper's Temple needs to meet certain requirements if he wishes to use it as a base for a new

dojo. The Temple's Reputation (Scope and Quality) must be worth at least 6 Station Points, and the Temple as a whole must have at least 40 Station Points invested in it. A Temple that fails to meet the former requirement is not held in high enough esteem to justify a new dojo, while one that fails to meet the latter simply is not well developed enough to be a good location for teaching students in an entirely new style.

If the Keeper meets the personal requirements and his Temple the developmental requirements, then the Keeper may proceed to attempt to create a new dojo. Along with the GM, the Keeper should draft the philosophy, traditions, and training styles of his new dojo, along with appropriate Schools for students who wish to study there. These should come out of the Keeper's own background and adventuring history, and should relate to the Schools and dojo the Keeper was trained in. Once this has been accomplished, the player and GM should jointly work out appropriate Social and Training Benefits for graduates of the new dojo. These Benefits will apply once the dojo has been fully developed and recognized by the Empire.

Once these steps are complete, the Keeper is ready to begin training students in his new dojo. At this point, he immediately loses any previous Social and Training Benefits he enjoyed for studying at a previous dojo, although he does not yet receive the benefits from his new one either. Over the course of the next 2 game years, the Keeper will have to devote significant periods of time to personally training his students. Although he can delegate much of the individualized instruction, he must personally spend at least 2 weeks per month teaching, so that his operating philosophies can direct the training. After 2 years, assuming no major mishap occurs, the Keeper and his students will receive the Training Benefit for graduating from his new dojo. At this point, the Keeper may delegate lessons to other students or sensei of his choosing — he no longer needs to personally devote time to training. After an additional 3 game years (5 game years from the founding of his dojo), as his students circulate through the Empire and make his work known, the Keeper and his students will also receive the Social Benefit of the new dojo. From this point forward, the Keeper's dojo is a distinct, recognized school. In some cases, Glory or Status may be awarded, depending on the circumstances surrounding the creation and success of the Keeper's dojo and its graduates.

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Founding a dojo is an option open solely to Keepers of the Temple. Other shugenja and monks, no matter how influential and skilled, cannot hope to found their own

dojo without a distinct physical location that reflects the ideas they are trying to foster in their students. However, merely possessing a Temple and training students within is not sufficient for a Keeper to create a new dojo, as further requirements need to be met.

In order to found a new dojo, the Keeper must have achieved a combined Insight Rank of 5 in monk and/or shugenja schools and possess both the Shintao and Theology skills at Rank 6, representing his expertise in the both the practical and ephemeral knowledge of his profession. Additionally, he must possess a Glory of at least 6, representing recognition of his skills by the rest of the Empire. A Keeper who lacks the Glory will simply be unable to persuade his Clan and the Empire that he is worthy of the honor, while one who fails to meet the former requirements simply lacks the expertise to found a distinct dojo.

Likewise, the Keeper's Temple needs to meet certain requirements if he wishes to use it as a base for a new dojo. The Temple's Reputation (Scope and Quality) must be worth at least 6 Station Points, and the Temple as a whole must have at least 40 Station Points invested in it. A Temple that fails to meet the former requirement is not held in high enough esteem to justify a new dojo, while one that fails to meet the latter simply is not well developed enough to be a good location for teaching students in an entirely new style.

If the Keeper meets the personal requirements and his Temple the developmental requirements, then the Keeper may proceed to attempt to create a new dojo. Along with the GM, the Keeper should draft a philosophy, the traditions, and training styles of his new dojo, along with appropriate Schools for students who wish to study there. These should come out of the Keeper's own background and adventuring history, and should relate to the Schools and dojo the Keeper was trained in. Once this has been accomplished, the player and GM should jointly work out appropriate Social and Training Benefits for graduates of the new dojo. These Benefits will apply once the dojo has been fully developed and recognized by the Empire.

Once these steps are complete, the Keeper is ready to begin training students in his new dojo. At this point, he immediately loses any previous Social and Training Benefits he enjoyed for studying at a previous dojo, although he does not yet receive the benefits from his new one either. Over the course of the next 2 game years, the Keeper will have to devote significant periods of time to personally training his students. Although he can delegate much of the individual lessons, he must personally spend at least 2 weeks per month directly teaching, so that his guiding philosophies can direct the training. After 2 years, assuming no major mishap occurs, the Keeper and his students will receive the Training Benefit for graduating from his new dojo. At this point, the Keeper may delegate lessons to other students or sensei of his choosing — he no longer needs to personally devote time to training. After an additional 3

game years (5 game years from the founding of his dojo), as his students circulate through the Empire and make his work known, the Keeper and his students will also receive the Social Benefit of the new dojo. From this point on, the Keeper's dojo is a distinct, recognized school. In some cases, Glory or Status may be awarded, depending on the circumstances surrounding the creation and success of the Keeper's dojo and its graduates.

CAMPAIN IDEAS

As spiritual leaders, Keepers of the Temple wield a great deal of social, political, and personal power. In Rokugan, where the influence of the kami and Fortunes is readily apparent for all to see, the Keeper of the Temple represents one of the most tangible links between the ephemeral and enigmatic Spirit Realms and Ningen-do. Accordingly, even though Keepers of the Temple are somewhat outside of the mainstream power hierarchies of the Empire, their influence and responsibilities are considerable.

The paramount responsibility of a Keeper of the Temple, naturally, is to keep her associated Temple well maintained, in a state of good repute, and relevant to her Clan and its citizenry. Temples are a physical representation of the esteem Rokugan holds for its spiritual side, and a well-run Temple, in addition to be pleasing to the kami, is a source of Honor and Glory to the Clan that backs it. Spiritually and temporally, Rokugan's Temples are an important aspect of life.

As the head of their Temples, Keepers are responsible to make sure that the proper offerings and supplications are given to the kami, and that proper respect is shown to them at all times. Having a Temple fall out of favor with the kami is a serious problem. Not only do many of the benefits and powers a Temple can provide hinge on a good relationship with the spirit realms, ancestors, and kami, falling out of favor with the kami is itself hazardous. In Rokugan, where kami control things like weather patterns, offending the wrong spirit can result in floods, famine, or worse.

While appeasing the kami sounds mundane, Keepers find that meeting the whimsical demands of the spirits can be adventures in and of themselves. Procuring the exact incense that a Kami of Fire wants, for example, can entail hours of negotiation with dignitaries from other Clans. Likewise, the favor of Osano-Wo does not come easily, often requiring exhibitions of heroism, physical strength, and courage — and opportunities to do so may prove difficult if the Temple and its Keeper are primarily dedicated to, for example, Benten. Although the kami are not generally inclined to be jealous, the fact that many have wildly differing or even contradictory demands makes the role of a Keeper consistently interesting.

A Keeper of the Temple is also responsible for the spiritual well-being of those his Temple serves. Most Temples do such things as bless the construction of new buildings for the Clan, purify samurai who have touched dead flesh, conduct marriages, preside over the ritual of seppuku, attend gempukku, or perform marriages. For higher-profile functions and individuals, it will be the responsibility of the Keeper, as head of the Temple, to perform such duties. While these tasks are not political in and of themselves, many of

them thrust the Keeper into the spotlight in tense or otherwise significant situations — many of which will have multiple parties interested in the outcome.

As the head and likely most powerful shugenja or monk of the Temple, the Keeper will also need to address the requests and needs for magical aide of the people nearby. While some of the easier or less demanding tasks can be assigned to underlings, others will require the Keeper's personal attention, for political or practical reasons. This can entail many tasks, such as blessing the crops of farmers, crafting nemuranai, providing succor to plague or famine victims, or even casting support spells upon the battlefield. Particularly in the latter example, being involved — or not — in local events will bring the Keeper and his Temple into the eyes of the Empire, and even something as simple as providing aide and healing to a local daimyo's troops has negative repercussions, as enemies of that daimyo will seek to intervene.

THE KEEPER OF THE TEMPLE AS SHE RELATES TO OTHER STATIONS

PROVINCIAL GOVERNORS

Most frequently, a Keeper of the Temple will interact with the Governor controlling the province in which her Temple resides. Since the welfare of both the Temple and province are to some extent intertwined, the Keeper and the Governor have vested interests in assisting each other. A prosperous province is better able to provide offerings and assistance to the Temple, and a renowned and powerful Temple is better able to assist the citizenry and bring Glory to, the province in which it can be found.

Keepers and Governors often work in conjunction to promote and maintain the prosperity of the province. Often this entails regular meetings so the Keeper can advise the Governor on the proper rituals to observe, or nuances to be

aware of when constructing new buildings. Likewise, both the Keeper and Governor are expected to observe any major festivals, celebrations, or gatherings, to show proper social and religious respect. Further, the two act in conjunction to correct any major spiritual malaise that is afflicting the province, such as mass hauntings or Shadowlands incursions (although fighting the Shadowlands on a ground scale is more often the domain of the Warlord, below).

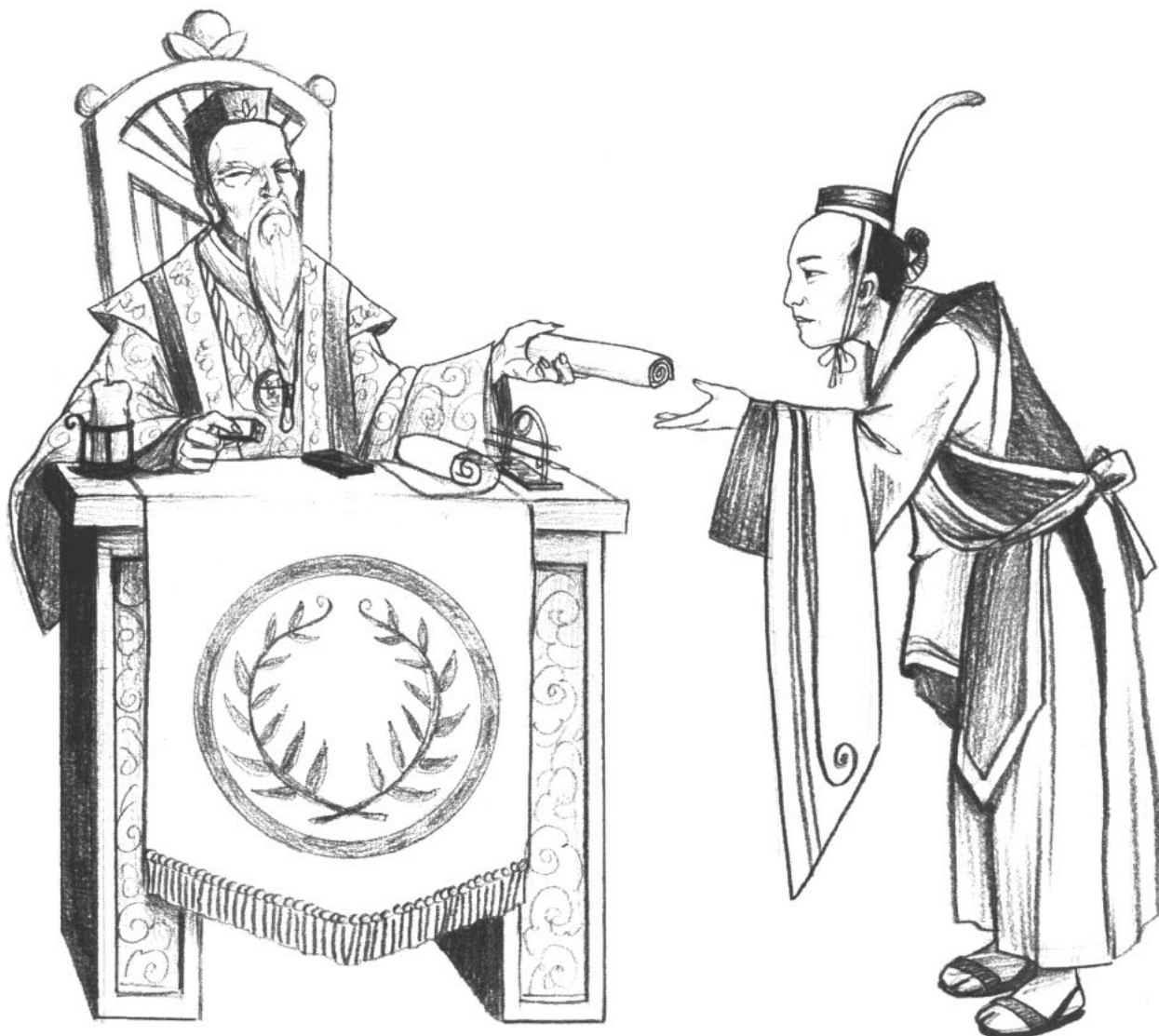
In addition, mundane problems that can be addressed magically also bring the two Stations together. Famines, droughts, and plagues, even if they are not caused by vengeful kami, can be offset through a combination of administration and preparation (from the Governor's side) or magical intervention (the Keeper's). Natural disasters such as fire or flood often require immediate response, and although the Governor can often bring more resources to bear, a cooperative Keeper can often send a few monks or shugenja to quickly perform initial damage control far in excess of what their numbers would imply.

However, while it is often beneficial for the two to collaborate, the Keepers and Governors have separate responsibilities and goals. Peasants must be fed, taxes must be paid, and buildings must be raised, even though accomplishing these objectives sometimes requires people to engage in activities of a less than sacred nature. While few Governors would be so crass as to order a mine built upon sacred ground, many borderline cases happen all the time — such as whether a particular lake should be revered for its pristine beauty, or harvested for its fish. Resolving these conflicts delicately is a difficult, thankless but mandatory task for any Keeper.

CHALLENGE

(this works best if at least one of the participants is a Keeper of the Temple, Provincial Governor, or Imperial Ambassador):
The local Provincial Governor has discovered that a forest under his jurisdiction grows trees of an ideal nature to make paper — a valuable and highly profitable commodity. While a limited amount of the trees have been harvested in the





past, the Governor wants to step up production in order to bolster the province's finances. However, the Keeper of the Temple is steadfastly against the venture, and has terminated a once amiable relationship with the Governor and his province until the matter is resolved.

FOCUS

The reason the trees from this particular forest are so healthy and appropriate for milling paper is that the forest is the site of a natural elemental convergence between Water and Earth. While not currently strong enough to provide significant magical benefits, with proper cultivation and care — impossible to achieve if laborers are marching through regularly — it could eventually produce a grove of significant natural purity, suitable for use in the creation of lesser nemuranai and pleasing to the kami of the two elements.

STRIKE

There is no easy way to resolve this dispute. While limited harvesting could continue without damaging the forest's magical potential, cultivating the grove will be much faster if all such work is brought to a halt. The paper promises wealth and trade opportunities, the grove insight into the elements, but both offer concrete rewards. The only question revolves around to whom the rewards will go?

IMPERIAL AMBASSADOR

Whereas the Keeper of the Temple tends to be confined to one area, Imperial Ambassadors wander throughout the Empire. While this limits the amount of time the two work with each other, it also creates a situation where each regularly has something to offer the other. Keepers possess a great deal of influence in the region where their Temples reside, which the Ambassador can tap, while the Ambassador can pull in favors and contacts from areas and peoples the Keeper has neither met nor knows of.

Ambassadors often approach Keepers when they need a magical or spiritual service performed for another, who for whatever reason would not or cannot ask the Keeper directly. This can range from simple, straightforward requests like having a well-known Keeper attend a ceremony or ritual, to more complex requests such as demonstrating a kata or spell to visitors from another Clan, to enigmatic requests such as sheltering a traveler within the Temple — without asking his name. While many of these tasks are simple for a Keeper to discharge, his intervention can mean a great deal of gratitude and future favors from the Ambassador or those the Ambassador represents.

Likewise, the scope and breadth of an Ambassador's connections can prove invaluable for the maintenance and growth of a Keeper's Temple. Incense, prayer bells, wards,

flowers, the services of the most skilled artisans to design the gardens and Temple itself — all of these things are necessary, and a humble and wise Keeper, while most aware of the need, often lacks the skills to procure them. The intercession of an Ambassador is often more than sufficient to, if not acquire such goods and services outright, at least enough to get the other party to a negotiating table. However, while Ambassadors are typically more than willing to assist in such noble and honorable endeavors, it is usually with the understanding that such favors will be returned in kind at a future date.

It is easy for Ambassadors and Keepers to incur favors with each other, but returning those favors can often be difficult. An Ambassador might want the Temple to make a public proclamation for a particular individual — even if the Keeper feels that individual is dishonorable or unworthy. Likewise, expressing gratitude for a Keeper's previous assistance could entail such things as intervening in a war between the Keeper's and another Clan, and outside interference is rarely welcomed. Establishing initial relations between a Keeper and an Ambassador is easy, maintaining a mutually beneficial working arrangement is less so.

CHALLENGE

The Keeper, renowned for his wisdom and learning, has been invited by the Ambassador to attend the Winter Court of a Clan other than the Keeper's own. This is a prestigious invitation, one not easily turned down.

FOCUS

The Clan that will be hosting Court is currently not on good terms with the Keeper's own. Accepting the invitation entails putting up with the inevitable jabs and barbs, as well as the Keeper being away from his Temple for an entire season. However, refusing this invitation will be a mild insult to both the Ambassador and the host Clan.

STRIKE

Although refusing the invitation will definitely make affairs between the Clans worse, accepting does not guarantee that relations will ameliorate. That will rest on the Keeper's ability to represent himself and his Clan well to his hosts. Irrespective of his performance and decision, the Keeper will also want to make sure the Temple is cared for during the winter months.

THE WARLORD

Even though the Keeper and Warlord deal with two very different portfolios of responsibilities, their interests intersect in a surprising number of ways. Samurai and bushi take their roles and responsibilities on an intimate, spiritual level, and many are devout enough to make a point of visiting any temples they can on their journeys. Likewise, the spiritual duties of a Keeper often require them to extend a physical influence — and Warlords are well-equipped to provide such force.

Even though few Keepers nor their respective Temples are themselves militant, it is sometimes necessary for them to express their desires and displeasures in a physical fashion. If a Keeper is having a disagreement with the local Provincial Governor that cannot be resolved peaceably, he may need to ask for assistance from a Warlord. Likewise, things like natural disasters or bandit raids often require skilled personnel on

site, which again is likely to result in the Keeper appealing to a Warlord for assistance. In extreme cases, if someone or some group is engaged in an activity that dishonors or undermines his Temple — maho-tsukai operating in the vicinity, for example — the Keeper may need a Warlord's expertise in exterminating them outright.

Likewise, Warlords find that their armies are often in need of the services that only a holy man can provide. Although there is an obvious need for healing wounds and treating the sick, there is far more that a Keeper can offer a Warlord. Of particular note is the need for those who have accidentally touched dead flesh — a serious threat in the thick of combat — to be purified, something that only a sanctified site can provide. Likewise, the Keeper may be asked to take in former members of the Warlord's retinue who can no longer serve in the army — either those retiring due to age, or those being retired more forcibly, through wounds or contracting The Taint. Integrating professional soldiers into the contemplative life of a monk is difficult, and one of the main ongoing sources of stress for both Warlords and Keepers.

Warlords and Keepers tend to have few reasons to come into direct conflict. The military professions are honorable and part of the Celestial Order, and few Warlords ever feel the need to attack a temple. However, once in awhile, strategic objectives do require that a Warlord "conscript" a temple for use as a staging area or temporary barracks, particularly when the Keeper's and Warlord's Clans are at odds. These conflicts appear heavily weighted in favor of the Warlord from the outset — after all, the Warlord leads an army — but few bushi are keen on damaging a temple or its inhabitants, something the Keeper can use to his advantage. In the few cases where the enmity between factions runs deep enough to overcome the respect all Rokugani have for the holy classes, conflicts become deep, bloody, and often extend far beyond individual temples and armies.

CHALLENGE

After a particularly bloody defeat, a Warlord has retreated to the Keeper's Temple, requesting sanctuary and aide for his men. However, the army that vanquished him upon the battlefield is in pursuit, and only a day away.

FOCUS

The conflict between both armies is one of honor, and the other army's commander, although reluctant to pursue it onto holy land, will do so. Sheltering the Warlord and his retinue will force the Keeper and the Temple to become involved in the conflict, one likely to result in bloodshed.

STRIKE

Although a peaceful solution for the two armies is almost impossible at this point, the Keeper will need to act decisively if he wishes to avoid dishonoring or offending either or both parties.

THE MASTER SENSEI

Like Provincial Governors, Master Sensei tend to be associated with specific geographic locations. However, unlike Governors, Sensei often find that they, along with their students, need to train with mentors in a variety of areas. The Keeper and his Temple, as repositories of magical, spiritual, and historical knowledge, are often broached by Sensei in order to come by this expertise. On the part of the Keeper, receptive audiences

are hard to find, and someone with the stature and influence of a Sensei can ensure that the Temple is revered both now and into the future.

Sensei appreciate that a well-rounded training regimen includes not just a thorough grounding in the fundamentals of the school, but also instruction in the history and culture of the Empire. Many Temples take in pilgrims, students, and supplicants on a regular basis. Most of the staff of Temples are keen to demonstrate lesser magics, kiho, religious texts, or to share koan and riddles with aspiring students. This spreads the ideals and sensibilities of the Temple across the Empire, and likewise puts the student in good standing — for a member of the samurai caste is expected to be educated in all things.

Keepers turn to Sensei for their knowledge, and for their expertise as instructors and teachers. Part of maintaining a temple's influence in

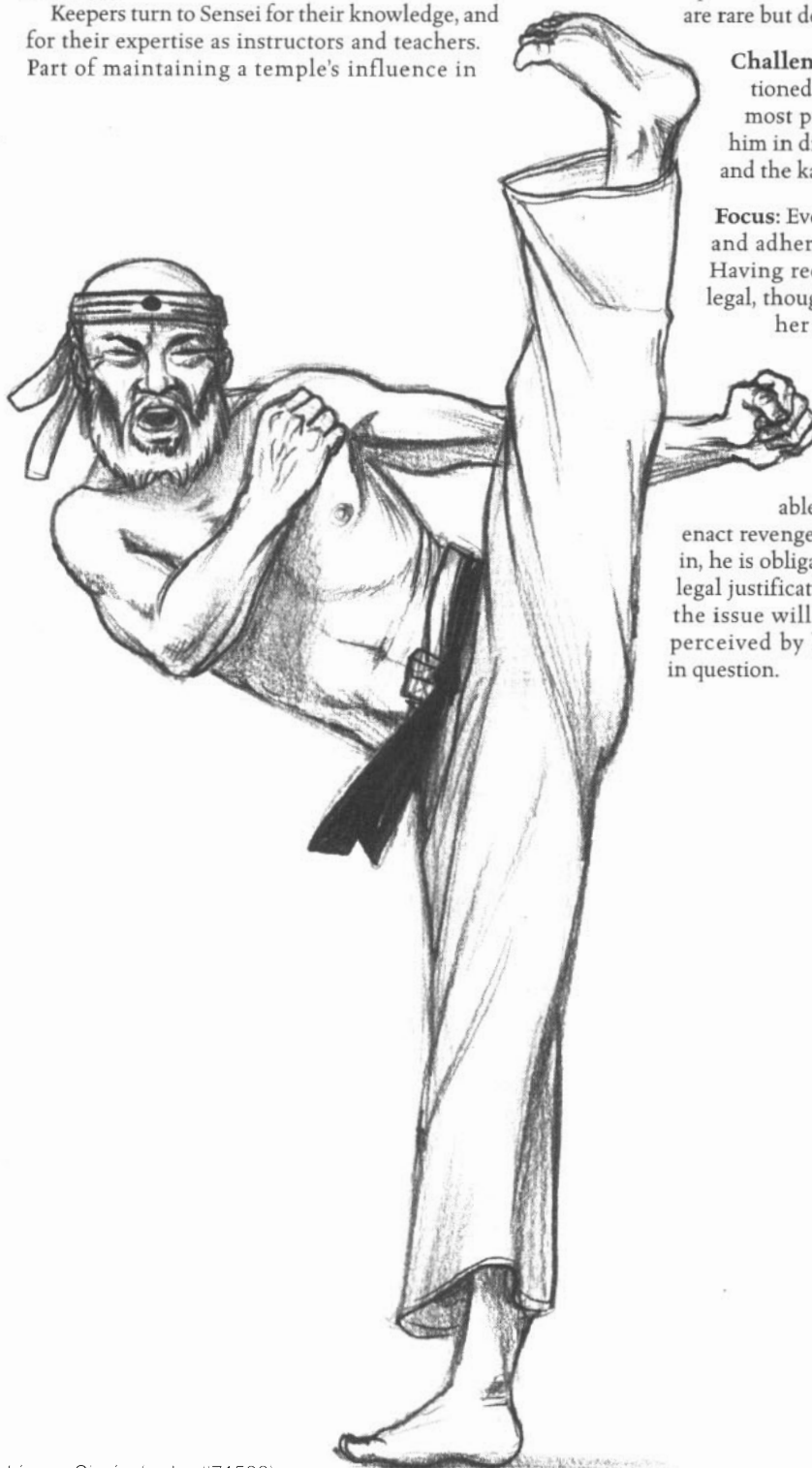
regional affairs is making sure people are aware of and agree with the spiritual policies it advocates. In their role as trainers, Master Sensei help develop the strategies of many generals, nobles, and future leaders, so having a Sensei espouse the same virtues, kami, and fortunes as a Temple can produce a distinct ripple effect. Likewise, a Keeper often needs to make sure underlings and associates are well trained in a variety of areas, and instruction from a Master Sensei in how to teach — or having the Sensei himself intervene — can ensure that the Keeper's students learn their lessons well.

The biggest potential for conflict between a Master Sensei and a Keeper of the Temple is doctrinal. Both instill values and patterns of thinking to those they encounter. Given the respect both Stations enjoy in society, direct confrontations are rare but devastating when they take place.

Challenge: A Master Sensei of some repute has petitioned for the local Keeper to take one of the Sensei's most promising students in for a season, to instruct him in discipline and proper appreciation for ancestors and the kami.

Focus: Even though the student is renowned for her skill and adherence to bushido, she carries some baggage. Having recently slain a medium-Status opponent in a legal, though impromptu, duel, she has been targeted by her opponent's Clan for retribution. Although taking her in would be a significant favor to both Master and student, it threatens to drag the Temple into what is shaping up to be an ugly personal vendetta.

Strike: The student's rivals will make honorable political, and if necessary military, efforts to enact revenge. If the Keeper has chosen to take the student in, he is obligated to protect her, but the other Clan also has legal justification for pursuing the matter. How he resolves the issue will greatly impact how he and his Temple are perceived by both Clans involved, as well as the Sensei in question.



APPENDIX:

CREATING NEW
SCHOOLS

Way of the Daimyo contains extensive systems that expand the type of campaigns available to Game Masters and the genre of characters available to players. These campaign options can be inspiring, invigorating, inviting... or intimidating. A game that was once about a simple band of samurai traveling the Empire in service of their respective lords and the Emperor can suddenly become a tale of intrigue, sabotage, and warfare that involves tens of thousands of men and political plots that can change the balance of power throughout Rokugan. That can be an intimidating prospect to take on as the plot of a campaign.

The previous chapters present the information necessary to create and maintain characters capable of wielding power of that level in a Legend of the Five Rings campaign. This appendix contains information that Game Masters can use to take advantage of those systems and character abilities, making use of such grandiose schemes as interaction with high-level NPCs such as Clan Champions and the Emperor, becoming embroiled in inter-clan warfare, the invasion of Rokugan by gaijin forces, creating a new minor clan, or even developing a new school of combat that could be passed on to warriors for generations.

The most important element to remember when incorporating *Way of the Daimyo* into your campaign is that with the dramatic escalation of character abilities, so too must there be a dramatic escalation in the degree of challenges they face. A lone samurai with a conflicting agenda can be a challenge for a young group of samurai characters, but only a rival of equal station, complete with comparable resources and military power, will serve as a proper challenge for an Imperial governor, the commander of some great army, or a political mastermind. A group of bandits can threaten typi-

cal characters, but a broad network of bandit groups led by some methodical, nefarious criminal mastermind bent on the characters' destruction is far more interesting and challenging for characters of higher station.

No matter the nature or extent of your incorporation of these mechanical options into your campaign, it is important to remember that they are exactly that: options. High-ranking characters need not be bogged down by the minutia of governance unless that is a concept that appeals to your players. Even the master of a prestigious dojo or the abbot of a revered temple do not exist in a vacuum, and any high-ranking character will have occasion to travel for one reason or another. *Way of the Daimyo* is not designed to limit your campaign in any way, shape, or form, and you should feel free to incorporate them only to the degree you feel appropriate.

And now, prepare to enter an entirely new dimension in Rokugan... that of the daimyo.

APPENDIX:
CREATING NEW
SCHOOLS

Schools are the essence of a samurai. They are created and refined over the course of time, replete with tradition and reverence for the ideals held dear by one's family and clan. It is natural for great warriors to add their expertise and to the compendium of their school's techniques, often open-

ing dojo or at least taking on students. For some, however, this is not enough. There are those whose skills are so refined that they take their family's techniques and push them further, creating new techniques or addressing weaknesses inherent in the existing style. It is in this way that new schools are created.

There are three levels of innovation when creating a new school. The first and simplest is to expand upon an existing technique, either giving it new focus or allowing it to bridge the gap between the one school and the next. These types of schools are frequently called "new paths," and consist of a single technique that takes years to develop. Substantially more difficult, the next step involves the completion of an existing fighting style and the creation of new techniques that build upon the old. These new creations are considered advanced styles, and require time to be perfected. Finally, there are those who create an entirely new style of combat, completely separate and unique from their studies. These schools can take decades, generations, or even centuries to complete, although it is possible to establish the basics for such a school more quickly.

THEME

In Rokugan, schools develop based on a theme. The Hida, for instance, value techniques that allow them to resist damage or avoid it, while the Akodo value precision. This philosophy and emphasis on their part has led to techniques that center around such concepts. With regard to the character in question, this theme should absolutely represent a facet of the character's training or personality that has been evident throughout their service. An honorable Kakita duelist will not suddenly develop a technique that emphasizes stealth and poison use, obviously.

Example: The Hotaru family (see previous section) was created from the ranks of magistrates and yojimbo. Their previous training emphasizes investigation and defense, two themes that become the focus of their new fighting style.

THE FIRST TECHNIQUE

Once a theme is selected for a school, the player in question should develop ideas he or she wishes to use as techniques. These should be carefully monitored by the GM to ensure play balance. Initial forays into technique development may have stylized entry requirements for the school or class, representing the need for others to have a compatible background in order to duplicate their abilities. Chapter Four details the mechanical requirements for creating new techniques, but there are two basic reasons for new mechanics to be developed.

Necessity is the less common reason for development. There are occasions when a samurai is confronted with a duty or circumstances that address issues his current skills and techniques do not address. In the vast majority of these cases, the samurai in question is either unequipped to develop new techniques, or he deals with this deficit in another manner. Particularly gifted and inspired warriors, however, may find a temporary solution unacceptable, and take steps to advance their school's ability to deal with such a situation by developing a permanent technique to deal with this deficit. A good example of such an innovation would be the development of the Hiruma Scout School's following the loss of the Hiruma Bushi School.

Innovation in and of itself is the primary reason for the development of new techniques. There are, in every generation, a handful of brilliant warriors for whom practicing the

arts of war is almost a spiritual matter. The process of developing new techniques is a journey of self-discovery and martial exploration, and the passing on of new discoveries is merely a facet of such exploration. A noted sensei during the Clan War period, Kitsuki Jotomon, developed an advanced style derived from the traditional Mirumoto school that has now become an accepted path of study among many Mirumoto dojo.

SUBSEQUENT TECHNIQUES

In the case of a new path or a new feat, a single technique may be sufficient for a samurai's needs. Others wishing to develop a school or class will need significantly more time to develop their unique abilities into a skill set that other can learn given sufficient practice opportunity. These take increasingly longer to develop, and the final level of a new style can take decades or generations to perfect. Indeed, it is not at all uncommon for the final level of a school not to find its final form until the grandchildren of the style's creator are in their twilight years.

CREATING A SCHOOL IN YOUR CAMPAIGN

The creation of a new school is a major event, often the defining achievement of a samurai's lifetime. This should not be undertaken lightly, or regarded as a secondary concern for a character.

Example: Hotaru Bushi School

Ryan is playing the character Hotaru Jainu, formerly known as Shinjo Jainu. Through years of service and duty, Jainu has achieved that rarest of accolades from the Emperor, the right to create a family to rule a new minor clan, the Firefly. Obviously, the duress of this task has prevented Jainu from focusing on the martial dimensions of his life, intent as he is on the nightmarish logistics of organizing a new clan. Rob's character, however, is the newly minted Hotaru Oshio, Jainu's first yoriki and a ronin swordsman who has studied the ways of the blade since the first day he took up a katana. Rob has focused Oshio on developing his own technique from the time he created the character, and has maintained his intent throughout the campaign, attempting bold new combat maneuvers at every opportunity and spending a great deal of time practicing his kata between encounters.

Upon the Firefly Clan's creation, Rob tells the GM that Oshio is going to attempt to create a new technique based on the combat style that he and Jainu have experienced. Oshio meets the necessary requirements and passes the appropriate tests (see Chapter 4), and the GM finally decides that it would be appropriate. Thus the first level of the Hotaru Bushi School is created. The benefits, requirements, and skills taught by the school are determined by Oshio's abilities at the time of the school's creation.

THE FIREFLY'S LIGHT [FIREFLY TECHNIQUE]

You study an opponent's strengths, and can guard against them.

Prerequisite: Dex 14+, Alert

Benefit: Before initiative is rolled during any new combat,

you may make a Spot check with a DC equal to your opponent's base attack bonus multiplied by five. If successful, you may add your Wisdom modifier to your AC against this opponent. This may only be used against a single opponent during any combat.

TWILIGHT STRIKE (FIREFLY TECHNIQUE)

You may, with careful study, defeat an opponent's defenses even when fighting defensively yourself.

Prerequisite: Void Use, Spot 6+

Benefit: Whenever you are fighting defensively and an opponent misses you with a melee attack roll, you may immediately make a Spot check with a DC equal to your opponent's total character level plus their base attack bonus. If successful, you immediately gain a free attack against that opponent using your highest attack bonus. This does not count as your attack of opportunity for the round.

PREPARED FOR THE NIGHT (FIREFLY TECHNIQUE)

You are well-equipped for the challenges you may face when fulfilling your clan's sacred duties.

Prerequisite: Void Use

Benefit: A number of times per day, you may double the normal Void bonus gained when spending a Void point on any of the following skills: Gather Information, Knowledge (Law), Search, Spot, or Wilderness Lore.

THE HOTARU BUSHI SCHOOL

Benefit: +1 Awareness

Beginning Skills: Defense, Horsemanship, Hunting, Investigation, Kenjutsu, Kyujutsu, any one High or Bugei skill

Beginning Honor: 2, plus 5 boxes

Starting Outfit: Kimono, traveling pack, light armor, katana, wakizashi, steed, any 1 weapon, 2 koku

TECHNIQUES

Rank 1: The Firefly's Light

A Hotaru samurai studies his foe, discovering their strengths and guarding against them. At the beginning of combat, before Initiative is rolled, the samurai may make an Awareness/Investigation roll, contested by his opponent's primary weapon skill. If successful, the Firefly adds his rank in Investigation to his TN to be hit against this opponent. This bonus may not exceed the Firefly's Insight Rank + 5.

Rank 2: Firefly in Flight

Every opponent's style is unique, and a Firefly samurai recognizes this. Whenever the samurai declares Full Defense as his combat maneuver, he may substitute his rank in Investigation for the result of his Defense roll if he wishes. In either case, the samurai always adds his Insight Rank to his TN to be hit when on Full Defense.

Rank 3: Prepared for the Night

A Firefly is never caught unprepared. The samurai gains a number of Free Raises per day equal to their Insight Rank. These Free Raises may be used on any skill roll using one of the skills taught by this school.

MULTIPLE ATTACKS

In the Legend of the Five Rings Role-Playing Game, techniques that grant an additional attack are commonplace among combat-oriented schools. This is an exceptional ability that infinitely increases the combat potential of a bushi who possesses it. Anyone attempting to design a new school will likely wish to include such a technique. The rank at which this technique is granted should be carefully considered, and never granted before the Rank 3 technique.

Rank 3: Extremely military schools (Akodo, Hida)

Rank 4: Standard bushi schools (Kakita, Shiba)

Rank 5: Schools with a highly specialized focus

WAY OF THE WOLF

Long-time fans of the Legend of the Five Rings Role-playing game may remember the first time this subject was discussed way back in Way of the Wolf, the ronin sourcebook. The rules laid out in that work emphasize how difficult and consuming it is to construct techniques. That is still very much the case: techniques require years to develop, with the higher level techniques requiring decades of development and perfection before they are ready to be passed on. The systems detailed in Chapter Four and in this section are somewhat easier to achieve, given the presumed power level of characters utilizing them. You may, if you prefer, choose to use the original system included in Way of the Wolf if you feel that is more appropriate for your party's needs.

Rank 4: The Strength of Duty

A Firefly samurai's attacks are certain and true. The samurai may make two attacks per round.

Rank 5: Twilight Strike

The Firefly study their foe carefully, permitting them to react to an opening in an opponent's defenses at a moment's notice. When on Full Defense, the samurai may make an attack every other combat round despite their defensive stance. These attacks add the samurai's Investigation rank to both the attack and damage roll.

APPENDIX: CREATING A MINOR CLAN

For the vast majority of samurai, the height to which one can ascend to in the Empire's rigid social structure is a birthright. Lineage is of paramount importance in samurai society as leadership positions being handed down through the years across family lines. Clan Champions, family daimyo, and political positions such as provincial governors and even temple administrators are handed down from lord to heir or, in rare cases, from teacher to student. The only positions granted based on individual skill and prowess are military ranks and magistrate positions, and even then those are often made through circumstances only available to the upper echelons of

HOW MANY MINOR CLANS ARE THERE?

Shortly after the Clan War, the Monkey Clan Champion and former ronin Toku was quoted as having said "Eight great clans and fourteen minor! What a time, when men can raise themselves so high!" At that time, identified minor clans included the Badger, Centipede, Dragonfly, Fox, Hare, Monkey, Sparrow, Tortoise, Wasp, and Falcon (who had been recently dissolved, although Toku might not have known about that). However, that's only ten clans. Where about the other four?

The truth is that the precedent has been established for additional minor clans to exist that will never be specified, although one is detailed in this chapter purely for demonstration purposes. In fact, the reduction in the number of established minor clans during the Four Winds Era (the Centipede and Wasp have been absorbed into the Mantis Clan, the Falcon into the Crab, and the Badger and Dragonfly are on the verge of extinction) means that minor clans created for the purposes of your campaign will play an even more important role in the Empire's politics. As much as any minor clan affects such matters, of course.

samurai society. Throughout history, however, there has been a handful of men and women who possessed such skill and fortune that they were recognized by the Emperor and granted the most sacred of all honors: the right to create their own clan.

Creating a minor clan is an arduous process, and could easily be seen by some more as a punishment. The task of organizing such an institution and surviving the first winter is difficult enough, but the task rarely grows easier. Morito, lord of the Ox Clan, has established his tiny group as a successful and self-sufficient group after only a few decades, but the Sparrow Clan has labored near the point of extinction for centuries, barely able to scrape a meager existence from their inhospitable lands. The Sparrow's experience is not an unusual one for minor clans.

ESTABLISHING A MINOR CLAN

The most difficult in a series of excruciatingly tasks is in gaining leave to create a minor clan in the first place. Only the Emperor can bestow such an honor, and most throughout history have been reticent to do so. Thus far, the Toturi dynasty has shown a relatively pro-minor clan attitude, with the Splendid Emperor, Toturi I, creating at least two minor clans during his reign. Toturi II's rule was too short to determine her stance on such matters, and it yet remains to be seen if Toturi III will share his father's philosophy.

Historically speaking, there have proven to be a few common means by which one can achieve the recognition necessary to be granted such an honor by the Emperor: performing a heroic deed that involves the Emperor or a high-ranking member of his court, volunteering to perform some

new duty not already dealt with by the Great Clans, or having more than one Clan Champion petition the Emperor in your name. Obviously, each of these is a rare and unique occurrence.

Using it in your campaign: In most campaigns, the Emperor's presence is an auspicious thing indeed, and his notice even more so. The creation of a minor clan can and should be the focus of a campaign in which it takes place, and is most effective when used to begin a campaign or end one. Ultimately, however, use whatever is most appropriate for your individual needs.

An Example: In 1136, a young Imperial magistrate named Shinjo Jainu was assigned to a decrepit tower overlooking the sea along the shore between Otsan Uchi and the Phoenix lands. Jainu did so for several years, but grew increasingly concerned about the expanse of seashore that was not regularly patrolled. Jainu selected several ronin as his yoriki, paying them from his own salary so that they might aid him in patrolling the shore. In 1152, Jainu and his men held off a small force of Yobanjin tribesmen whose ship had run aground after being lost in a storm. After the Seppun arrived and defeated the gaijin, the Emperor recognized Jainu's efforts and awarded him the right to create the Firefly Clan, so named because of the fires Jainu and his men maintained along the coast. Jainu named the family of his new clan the Hotaru, after his father.

STEP 1: RECRUITING FOLLOWERS

Once an individual is given leave to create a new minor clan, the new daimyo must first recruit followers. One samurai does not comprise a clan, obviously, and failure to act upon the Emperor's decree not only results in the offer's retraction, but an incomparable loss of honor as well. In some cases this is a simple affair: if the Emperor recognizes an existing group for their actions and endorses them as a minor clan, they often already have a meager network of farms and peasants in place. In other instances, however, this can be a painstaking process, particularly if the new lands granted to the daimyo are uninviting.

Ironically, it is far easier to gather samurai to one's banner than peasants. There are always loyal retainers or ambitious ronin eager to forge a new destiny with the birth of a minor clan, but heimin are more cautious. Will this new daimyo be able to protect his people? If the harvest is poor, who will be the first to starve? For the average farmer, joining a new clan is a risk with very little promise of reward. The true allure of joining a new clan is the assurance that the low number of farmers working for the daimyo ensures that a successful farm will be both valued and well-protected.

Often (but not always), the edict creating a new minor clan also establishes a new samurai family as well. The new clan's daimyo and his immediate family automatically become members of this family, and the daimyo typically offers fealty to his closest and most trusted friends and followers. This establishes the ruling body of the family and a number of those who bear the name through fealty.

Using it in your campaign: The quest to acquire followers can make an excellent series of adventures in its own right. Rare indeed is a samurai foolish enough to draw followers from the ranks of another daimyo's flock, but peasants who serve no lord in particular are equally rare. A samurai seeking followers must be charismatic, diplomatic, and perhaps even

manipulative. This can be quite the change of pace for many samurai.

An Example: With so narrow a strip of seashore to call his land, the newly renamed Hotaru Jainu knew that plots of arable land would be few and far between. Accordingly, he looked for fishermen willing to move their families to villages that would support his watchtowers. With the sea so readily accessible and fresh fishing waters at arm's length, this task proved easier than Jainu had hoped. Within a few weeks, Jainu had gathered a few dozen families from cities outside the Great Clan holdings that willing to swear allegiance to him.

As for his retainers, Jainu quickly married one of his lieutenants despite his advanced age in order to establish a line of succession. His yoriki, ronin who had served him for years, swore fealty almost to a man, quickly granting him two dozen Hotaru samurai who would follow his every order.

It was a small beginning, but one that showed promise.

STEP 2: BUILDING A HOME

Land and followers are the first steps, but building a home is likely the most arduous. Even the smallest village has a dozen huts and a few larger common buildings. These cannot be erected overnight. It takes days or weeks of back-breaking labor to construct even a semi-permanent settlement that can house a handful of farmers and their families. A structure worthy of samurai takes substantially longer and requires far more craftsmen than a simple hut: carpenters, stonemasons, blacksmiths...

Using it in your campaign: The experience of building a home in new lands has the potential to be either exciting or boring depending on the group. Some players may find the daily overseeing of its construction, protecting it from natural and man-made threats, and working side-by-side with valued retainers and subjects, innovative and exciting. With other groups, it might be best to gloss over this type of interaction via summary or email, allowing the group to guide the general process as they wish and then move on to the next stage.

An Example: Jainu and his new followers were fortunate in at least one regard: they had been living in the area given them to administrate for several years. They already had a series of small watchtowers with support buildings, towers that the Emerald Champion had gladly ceded to them in exchange for one less post for his men to cover. The towers were expanded considerably to permanently house a number of men in each, and the support buildings were expanded to house families to fish and farm the land around each tower. The centermost tower was saved for last, as it underwent the most renovations. Using every spare koku they could collect, the Hotaru transformed this simple tower into Hotaru Torid-e, the Firefly Keep.

STEP 3: SURVIVING

The final step in creating a minor clan is surviving the inevitable hardships that follow, a step that lasts from the moment of the clan's inception until the day of its destruction. Minor clans are almost inconsequential entities in Rokugan, protected by Imperial edict in theory but rarely in practice. No enemy dares attack a minor clan while the Emperor who created them is still on the throne, but after a few generations it is rare for his successor to feel any significant degree of attachment to something so small.

Few groups in Rokugan fear the winter season more than those who owe their allegiance to a minor clan. Resources are

always scarce, and there is precious little room for error. Alliances are a common means of ensuring survival, and it is rare to find a minor clan without significant ties to at least one Great Clan. The Tortoise and Badger are allied with the Mantis, the Dragonfly with the Dragon, and so on. Many marvel at the Ox Clan and wonder how so small a clan can survive and flourish with no obvious allies among the Great Clans.

Using it in your campaign: Diplomacy is only the first step. Finding a means to make a minor clan valuable enough to warrant an alliance with another clan is a difficult task at best.

An Example: Hotaru Jainu, concerned that it would be some time before he could generate sufficient funds and resources to provide for the nascent Firefly Clan, sought out allies among his neighbors to the north and south. The Agasha were willing to provide surplus crops if Jainu and his men would extend their patrols slightly north to secure the Agasha coastline, and the Tortoise to the south were eager to do the same in exchange for knowledge of suspicious ships passing along the coast near Otsan Uchi.

CAN I CREATE A NEW CLAN?

Invariably, you may find yourself pondering the question of whether or not you can create a new minor clan to introduce into your campaign. The answer depends. If you are a GM, the answer is of course an emphatic yes. If you are a player, the answer is "Maybe! Ask your GM!"

THE FIREFLY CLAN

This chapter introduces the Firefly Clan, a minor clan tasked with patrolling the narrow stretch of unaligned seashore between the ruins of Otsan Uchi and the southern Agasha provinces. The Firefly will not be developed further beyond what is already detailed in this book. You may feel free to develop them as you see fit for your campaign, or ignore them altogether. If you feel inclined to use them, however, the Hotaru family information is as follows:

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Family Benefit: +1 Perception

D20 MECHANICS

Favored Class: Samurai

Starting Honor: 2

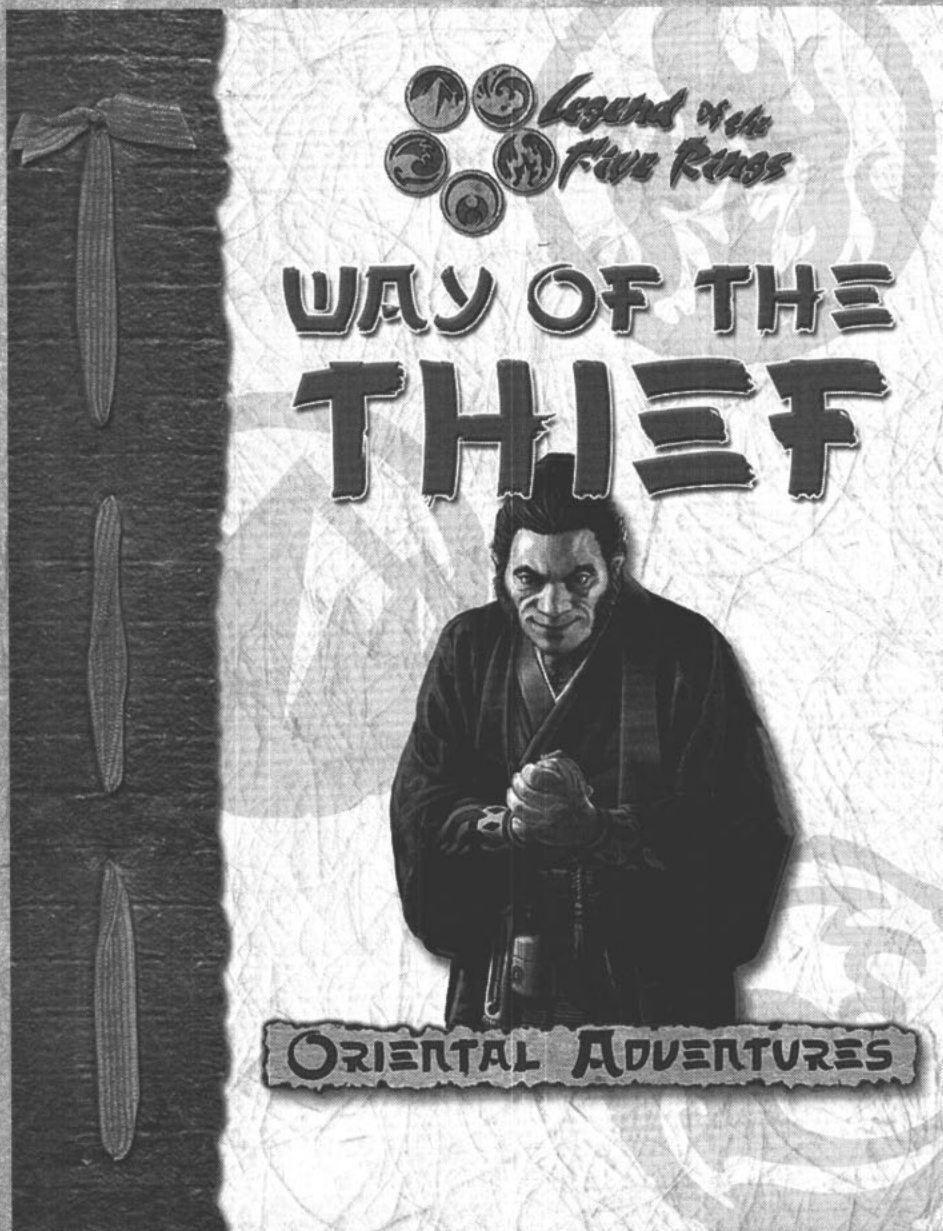
Class Skill: Spot

Starting Outfit: Masterwork ashigaru armor, horse

Bonus Languages: Yobanjin

Information regarding the Hotaru family school and dojo can be found in the next section, Creating A New School.

Gold is a force more powerful...
than honor.



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THERE ARE THOSE IN ROKUGAN WHO DO NOT CARE FOR POLITICS, WAR, OR HONOR. They care only for wealth and power, the kind that cannot be gained through honorable means. From the secret opium dens that lie hidden in the hearts of major cities to the bandit outposts that dot the countryside, explore the seedy underbelly of Rokugan that most samurai deny exists.

Way of the Thief explores the heretofore hidden criminal societies that exist in Rokugan. It contains all the information needed to run a dishonorable campaign, or it can be used to provide truly developed and unique opponents for magistrates and honorable samurai. There are those in Rokugan who do not care for politics, war, or honor. They care only for wealth and power, the kind that cannot be gained through honorable means. From the secret opium dens that lie hidden in the hearts of major cities to the bandit outposts that dot the countryside, explore the seedy underbelly of Rokugan that most samurai deny exists.



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